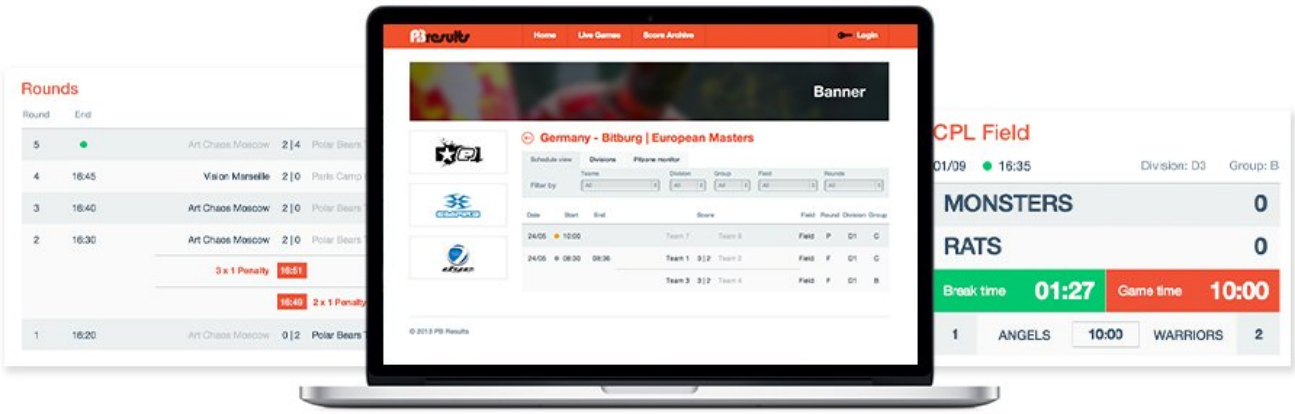
User manual for tournament management on PBresults website



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1. Introduction

This user manual contains information on tournament management using software provided by company "PB Results" on official website www.pbresultsonline.com.

1.1. On website

Owners of PBresults software and equipment are able to publish tournament information on official website www.pbresultsonline.com. Website has two modes of access: public access for any visitor and registered users with personal accounts. Registered users are able to browse, add, edit and delete previously created tournaments. Website management of tournaments occurs in step by step actions within 8 steps.

- For full access to website functions it is necessary that java-script is enabled and newest version of web browser is installed.

1.2. Manual terminology

This user manual contains specific terminology, which is listed below.

Название	**Описание**
Drag-and-drop	Ability to "capture" element (by clicking and holding left mouse button) to move it to another place (by carrying it)or "dropping" element to different element
Dual game	State when two different pairs of teams are alternately replacing each other on the game field
Enter	Action for data entry
Java-script	Script language to make interactive webpage
Login	Login and access webpage
Signup	Registration
Division	Game set up for teams of one division
Game	One match
Tournament	Event containing multiple games
Stage of final game	1/8 – one eight of final, 1/4- quarterfinal, 1/2 – semifinal, 1-final.

1.3. Website registration

To register on PB Results website go to link www.pbresultsonline.com, in the upper right corner click on text *Sign up*. Fill the registration form (see fig. 1.1.). All fields, except of telephone number, are obligatory.
Registration form contains following fields:
Registration type – individual or legal entity
Your name/surname
Country
Phone
E-mail
Password
Repeat password

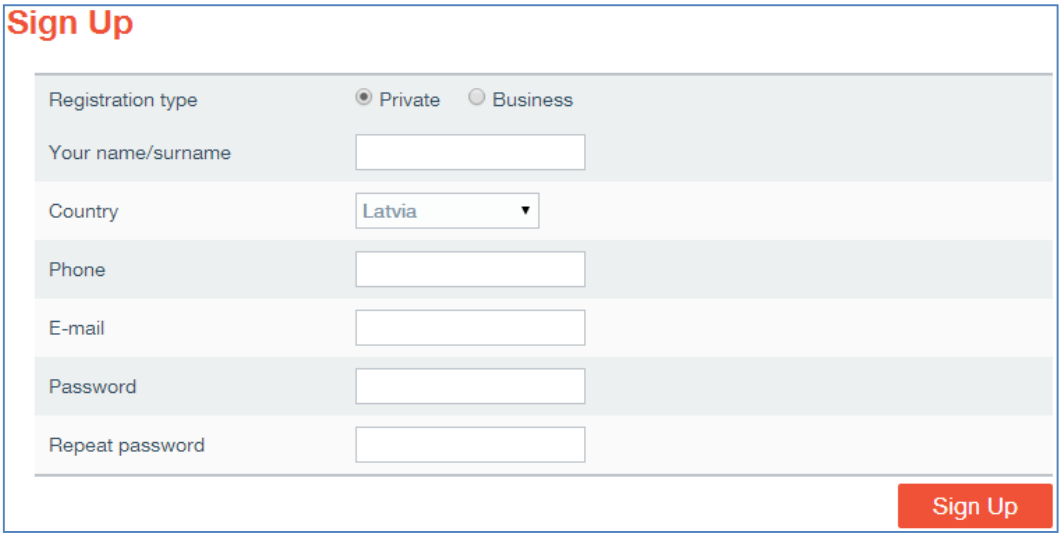


Figure 1.1 – Registration on website

For confirmation of registration hit "*Sign up*" button. If all fields were filled correctly, after hitting "*Sign up*" button, informative message about successful registration will show up (see fig 1.2.). E-mail with registration confirmation link will be sent to the provided e-mail. Go to confirmation link and finish registration.

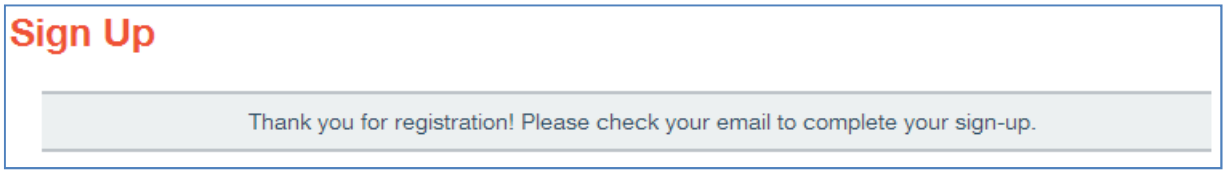


Figure 1.2 – Successful registration message

1.4. Login to website

To access website click "*Login*" button, this is located in right upper corner of website. Login window will show up, fill required fields with your password and e-mail earlier provided in registration (see fig. 1.3.). Hit Enter on your keyboard to log in.

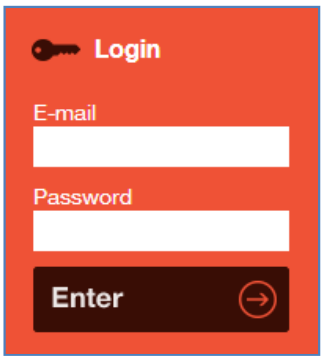
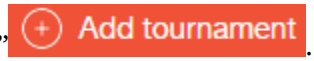


Figure 1.3 – Login to website

2. Adding a tournament

After successful login click on "*My games*" that is situated in the upper right corner of website (see fig. 2.1.).

Figure 2.1 – My games

After that, list of previously created tournaments will show (see Chapter 4). To add new tournament click button "*Add tournament*" 

. Newly opened page is visually divided into two blocks, on the left side is menu with 8 steps for adding/editing tournament and in the center, tournament detail input form. In the process of tournament creation it is possible to return to previous steps for editing information.

2.1. Step one - Tournament info

In the first step it is necessary to set up basic information of tournament (see fig. 2.2.). Step "Tournament info"contains following fields of input:

Tournament name – Title of tournament.

Event start/end dates –time period of tournament, start and end dates. If tournament is only one day, start date and end date has to match.

Hide event from public – by ticking this field the tournament will not be visible in the public part of the site for all visitors, and will be available only to the author of this tournament.

Country – country in which tournament is organized

Location – location of tournament

Tournament header (optional field) – it is possible to upload tournament logo from users PC.

Sponsors (optional field) – upload tournament sponsor logos form users PC(1-3 pic.) Click the icon and choose logo form your PC. To delete uploaded logo click on cross in right upper corner of logo you want to delete.

Dual games default –by ticking this parameter all games of this division by default will be "*dual*".

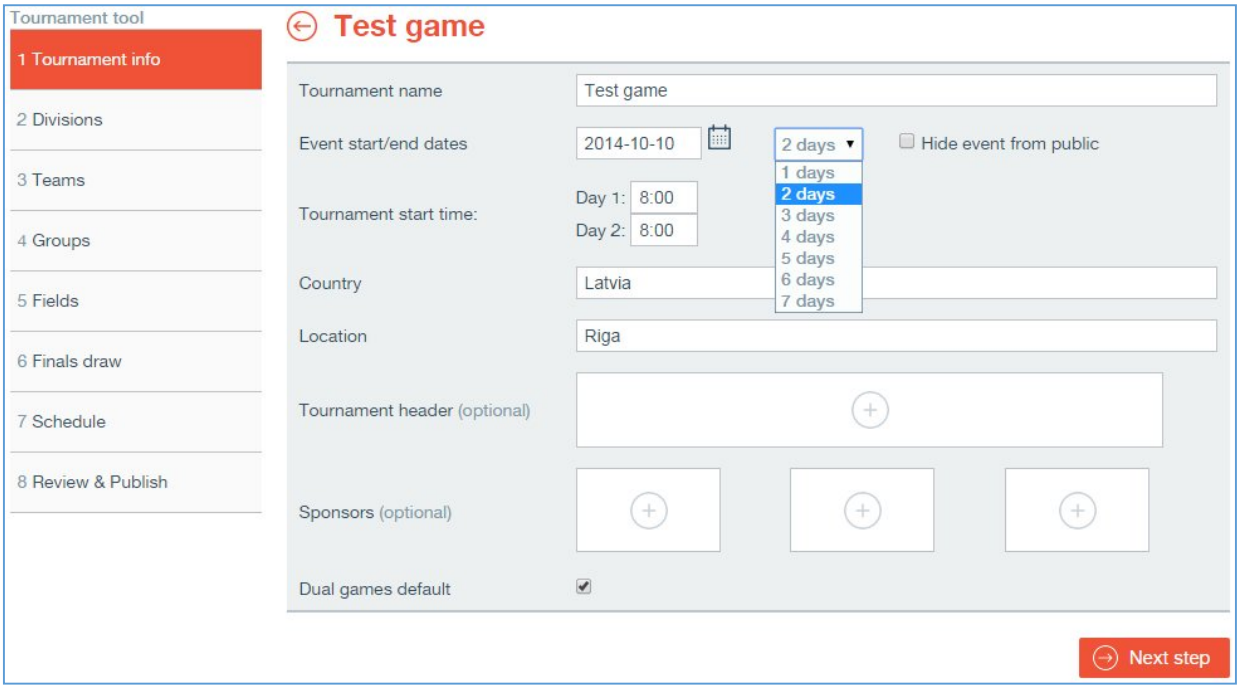
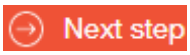


Figure 2.2 – Step one- Tournament info

When all obligatory fields are filled, click the "*Next step*" button 

to proceed filling further information. After all information is set, new tournament will show up on the main page of website, if field "*Hide event from public*" was not ticked.

If wrong information or not all obligatory fields were filled, an error message will appear. To proceed tournament set up, error must be fixed (see fig.2.3.).

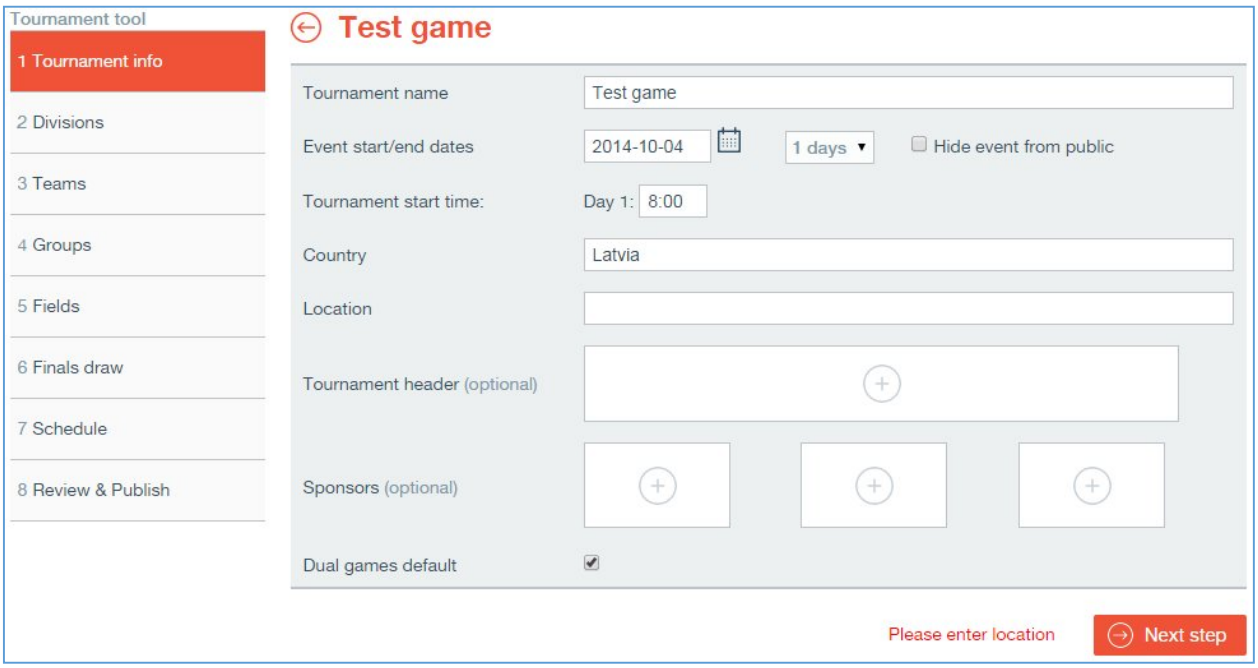


Figure 2.3 – Error message

2.2. Step two - Divisions

In the second step, parameters (settings), for games in different divisions, are set for this tournament (see fig. 2.4.). Further in 3rd step it will be possible to choose one of divisions with pre-set parameters in this step and use these parameters for chosen teams.

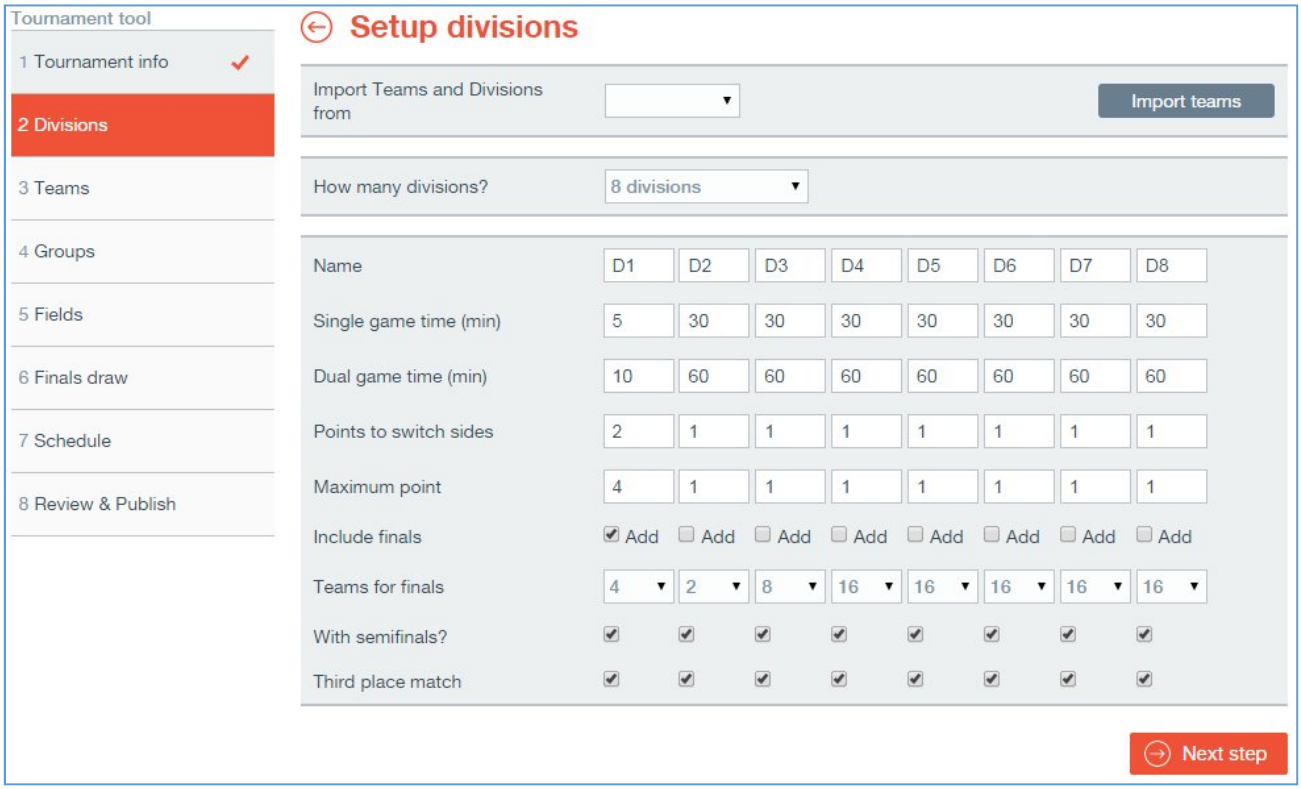


Figure 2.4 – Step two - Divisions

„How many divisions?" - represents number of divisions (game settings) in tournament, varying from 1 to 9. Choose one valuable, by default it is set to 1 division.

Originally game settings for divisions are set by default. It is possible to change settings for each division to your own game settings. For division game settings further fields and values are used:

Name – name of division. By default set to D1, D2, D3,…, D9.

Single game time (min) – planned time of «one» game in minutes. By default set to 30 minutes.

Dual game time (min) – planned time of «dual» game in minutes. By default set to 60 minutes.

Points to switch sides – amount of points gained, after which teams switch sides of game field.

Maximum point - amount of points gained for a team to win.

Include finals: Add – if this field is ticked finals will be played in this tournament.

Teams for finals – number of teams playing in the finals 2, 4, 8 or 16.

With semifinals? – if this field is ticked semifinals will be played in this tournament.

Third place match – if this field is ticked game for the 3. place will be played in this tournament.

If previously tournament where made, it is possible to import division settings and teams to new tournaments. For that choose tournament form drop down list in “Import Teams and Divisions from”. After choice has been made click “Import teams” (see fig. 2.5.). All teams and settings will be imported to current tournament.

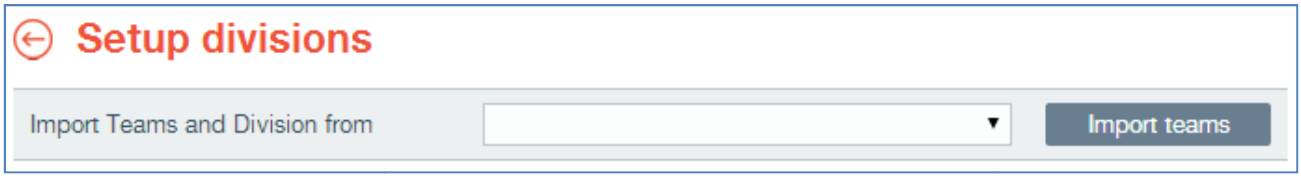


Figure 2.5 – Import teams from different tournament

After all settings for divisions are set, click “Next step” button.

2.3. Step three - Teams

In the third step teams are added to current tournament (see fig. 2.6.).

To add a new team, type in the name of the team in the field “New team name”. In the field “Short name” write short name of the team (up to 8 characters). Choose division from the dropdown list in which team will play. By choosing division all settings will be applied to this team. Then click Add team button.

To delete the team click on the cross (x) in the appropriate team line.

After adding the team, click on “Next step” button.

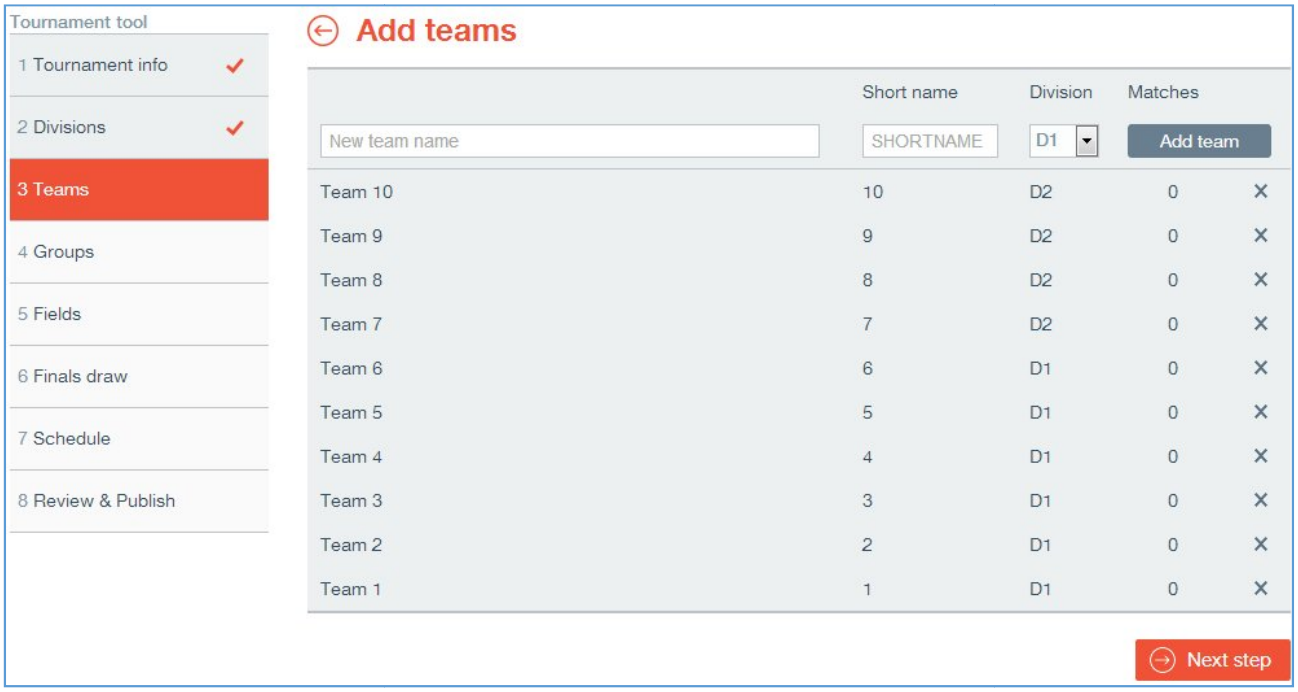


Figure 2.6 – Step three- teams

2.4. Step four - Groups

For distribution of teams into groups go to 4th step. Distribution of teams into groups depends on division set in the previous step (see fig. 2.8.).

All teams will be split up in groups, choose number of groups from „Group seeding" list (from 1 to 10 names by default is set Group A, Group B, …, Group H). If the number of teams is 5 or less, only one group will be created. If there are 6 to 8 participating teams, up to 2 groups can be created. By raising number of teams more groups could be created.

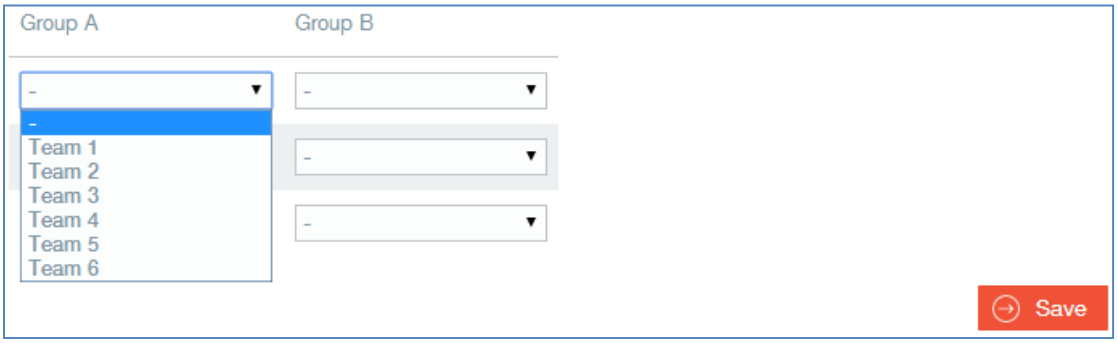


Figure 2.7 – Manual team distribution into groups

Team distribution into groups can be carried out in two ways. First, manually distribute teams into groups by setting group for each team (see fig. 2.7.), second, automatically distribute teams into groups by clicking "Generate automatic" button.

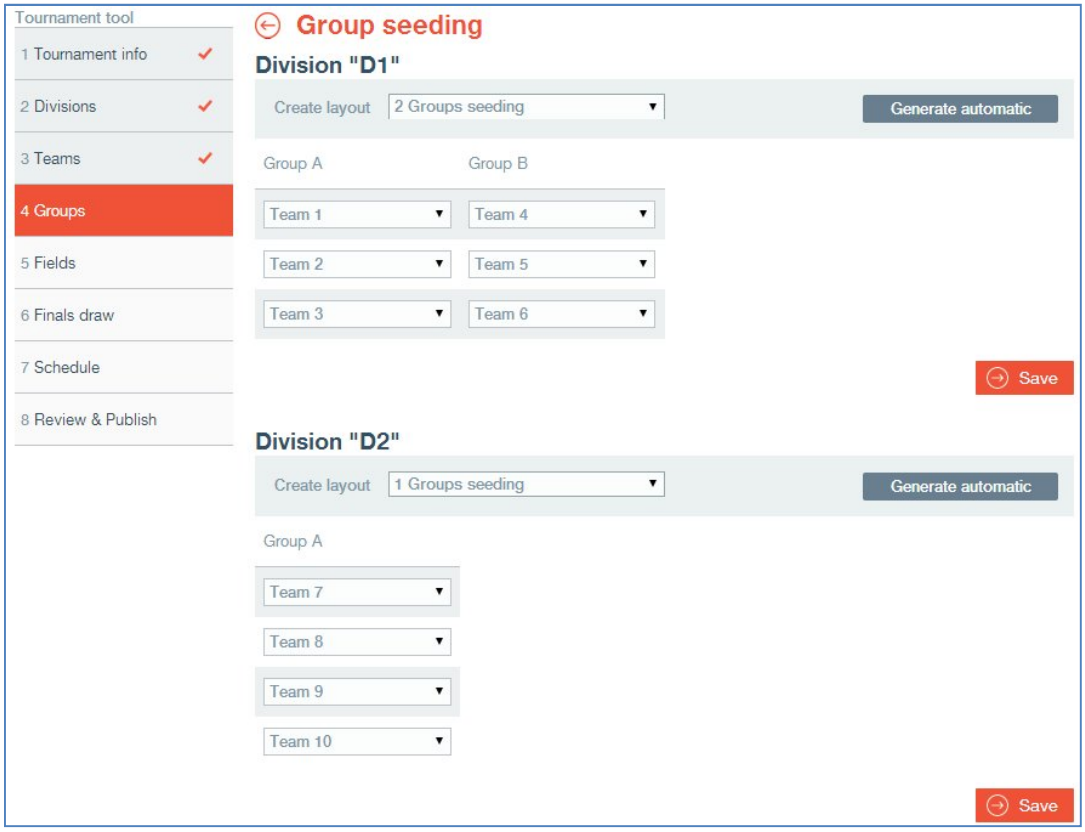


Figure 2.8 – Group distribution into divisions

After distribution of teams into groups, click “Save” button for each division, then click “Next step” button to proceed to next step.

2.5. Step five - Fields

Tournament can be held on multiple fields. In this step it is possible to add additional field for tournament (see fig. 2.9.).

To add a field, set name of this field and description (description is optional). Then click “Add field” button. After these actions name of the field will appear in the list of fields. Further (see chapter 2.7.) it will be possible to choose field the game.

Click on the cross(x) near field name to delete this field.

To proceed to next step click “Next step” button.

Figure 2.9 – Game fields

2.6. Step six – Finals Draw

On the step six, schedule of final games for each division is created (see fig. 2.10.).

In this step multiple templates for 2, 4, 8 and 16 team finals are available. Number of teams depends on previously set parameters of division (Teams for finals). Additionally in division settings it is possible to turn on/off semifinal and games for the 3rd place (see Chapter 2.2.).

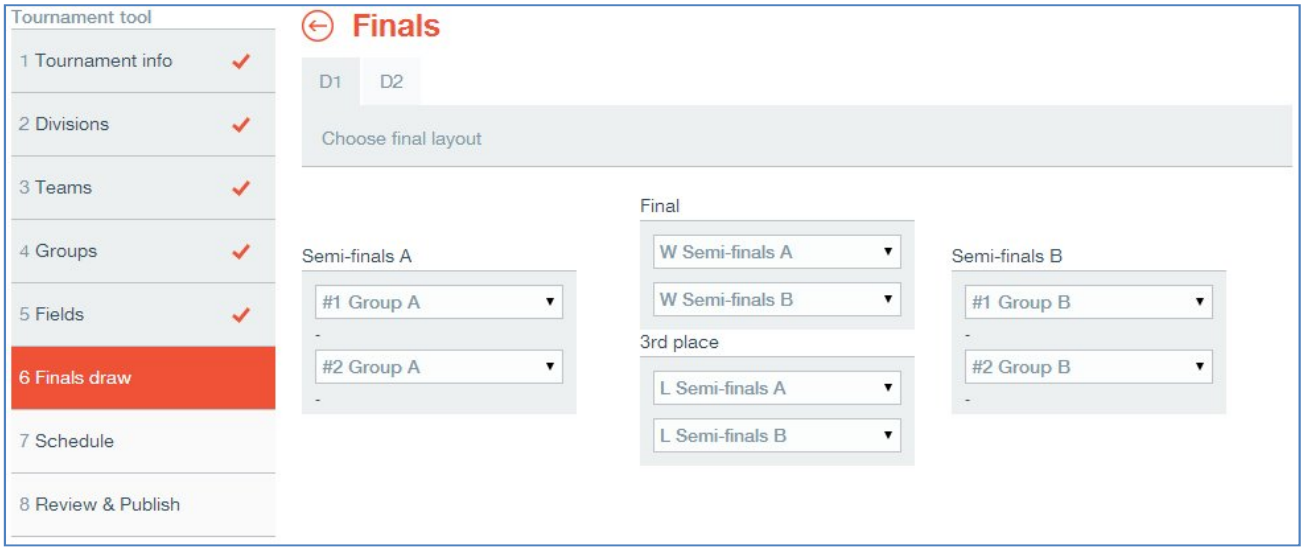


Figure 2.10 – Structure of final stage

Match schedule for 2 teams consists only of final game, for 4 teams it consists of semifinal and final games. For 8 teams there will be quarterfinal, semifinal and final games. For 16 teams there will be 1/8 of final, quarterfinal, semifinal and final games.

Choose division and generate schedule of final stage. Depending on your configurations (first/first and second/first, second and joker) teams splits into pairs and plays against each other. Winner proceeds further in the tournament schedule.

For each stage of tournament stage set team number 1 or team number 2 (see fig. 2.11.). That can be team that took 1st, 2nd, 3rd or 4th place in its group (#1 Group A, #2 Group A and so on). Or it could be team with the highest score (Joker) that took 3rd or 4th place (Best by points #3/1, best by points #3/2 and so on). Another option is to choose this team manually from the list, it is shown as ---Teams---.

For example, semi-final A has two participants that took 1st and 2nd place in group A games. But semi-final B has two teams that took 1st and 2nd place in group B games (see fig. 2.10.).

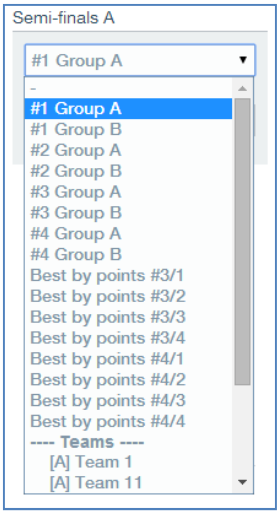


Figure 2.11 – Team Nr 1 is the winner of games in group A

When tournament table is finished and final stage is set, hit “Save” button to proceed to the next step.

2.7. Step seven, game schedule - Schedule

Step seven – in this step group game schedule and final game schedule is created. All tournaments use round robin draw, which means that each team plays certain amount of games.

Each group is given a specific color and a name. For example: A, B, A.

On the left side of the website there are two **tabs Teams** and **Games** (see fig. 2.12.).

Under tab *Teams* list of teams and amount of games each team has in tournament. Here it is possible to manually form qualifier games between teams, by means of dragging and dropping each team separately.

Under tab *Games* list of qualifier games is given. This list generated automatically using round robin draw, each team plays one game with every other team. Also this tab provides with list of final games. From this tab it is possible to drag generated games between teams, qualifiers and finals.

In tab *Games* in dropdown list **Max games** – maximum amount of qualifier games is set. **Round** – amount of rounds in qualifier games. For system to automatically generate qualifier games hit *Save*.
Depending on set amount of maximum qualifier games, different tournament scenarios can appear. How to solve different scenarios read in **Chapter 5**.

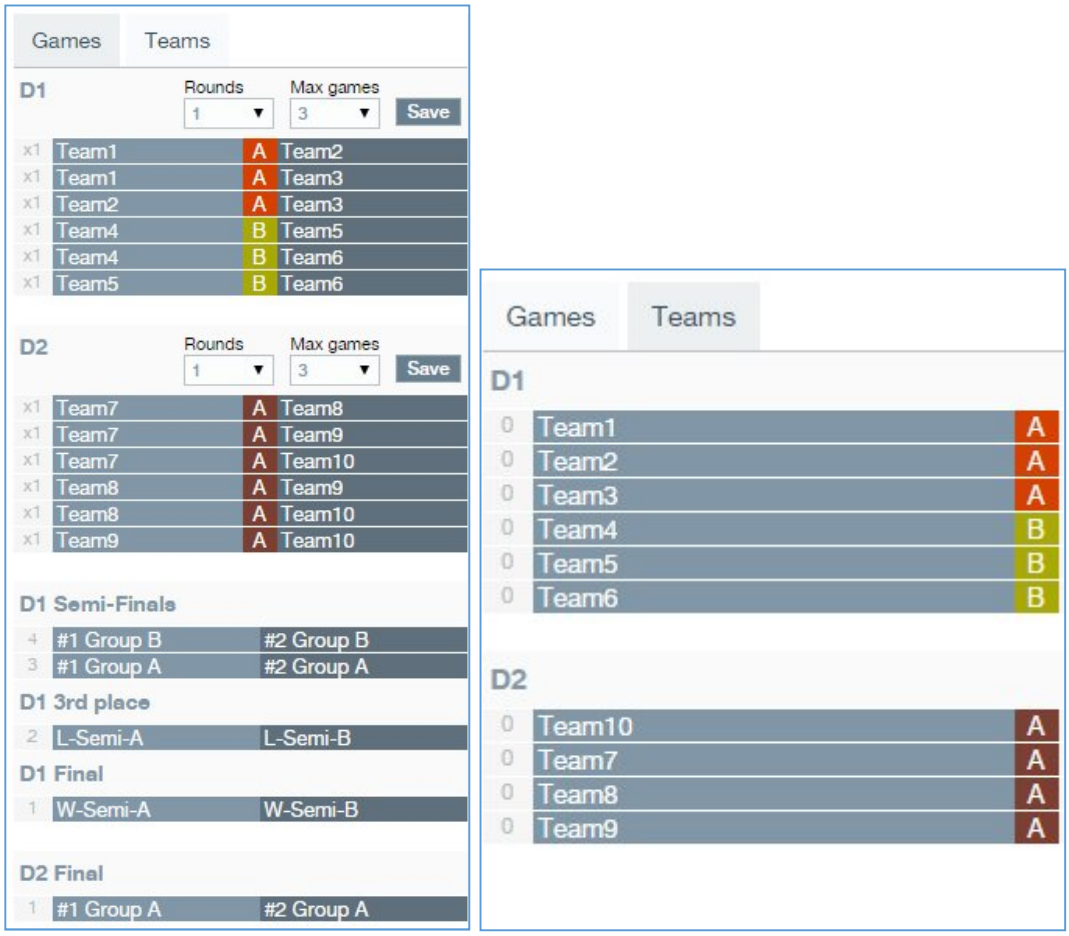


Figure 2.12 – Tab Games and tab Teams

In the center you'll find table with 3 columns (time, team 1 and team 2) for game schedule generation (see fig. 2.13.). Above that table is dropdown list with game field names and dates of games. To change field and/or date, you need to click on the field name or date and choose new value (see fig. 2.13.).
Above table, dropdown list with game field names and dates of games are given. To change field and/or date of game, press on date and field and choose different name/date form dropdown list.

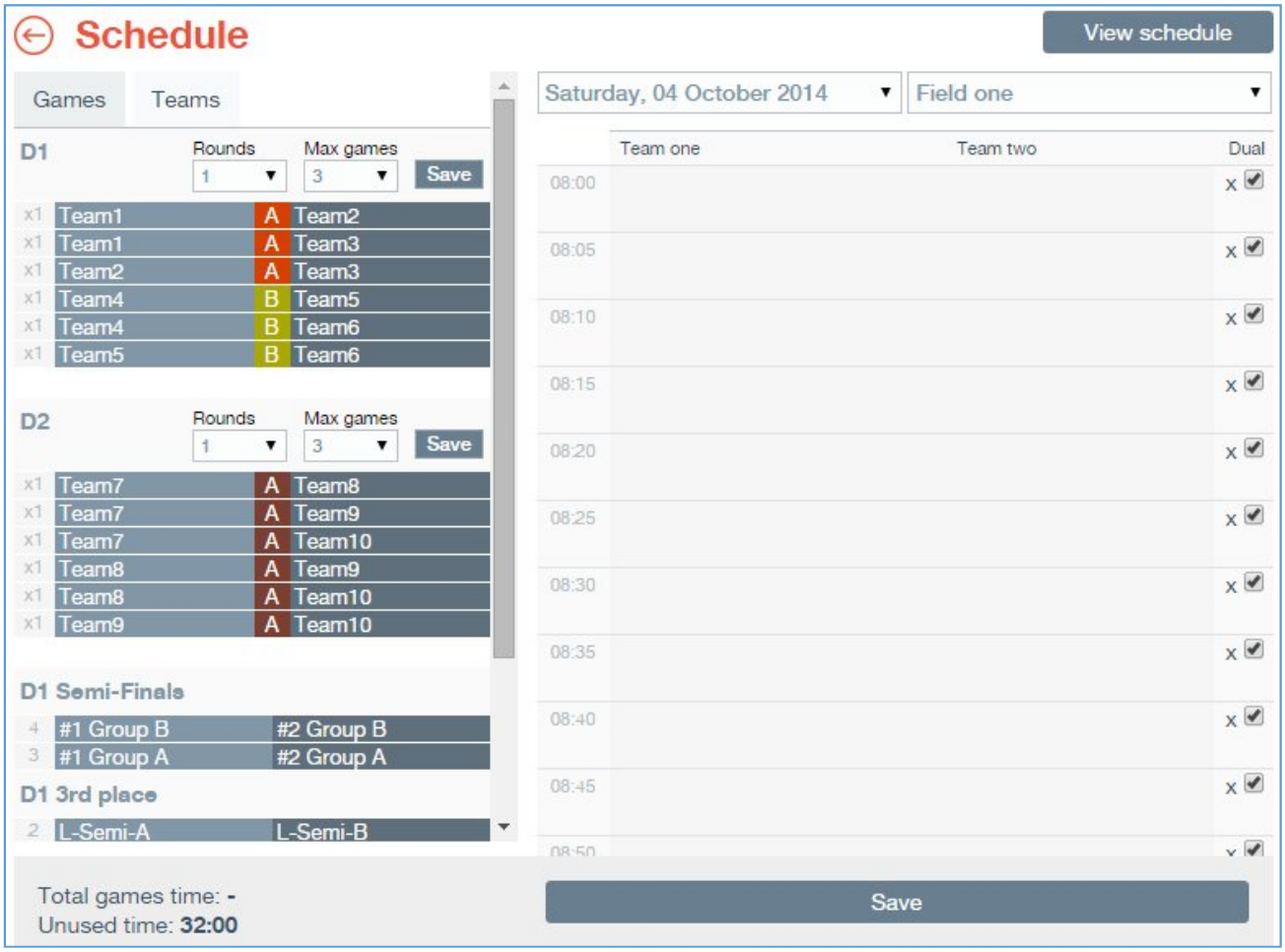


Figure 2.13 – Step seven, qualifier and final game schedule

To **add team** or **game** to schedule left click of your mouse on team name (in tab *Teams*) or game between two teams (in tab *Games*). Above that name this cursor will appear, click and hold, then drag-and-drop team to schedule table.
The same way drag opponent teams to both sides of game time (see fig. 2.14.). Whenever a game is added, amount of generated games in tab "Game" list will decrees. Teams that reach maximum amount of qualifier games will be strikethrough in the *Teams* tab, whereas games of this team will be strikethrough in tab *Teams*.
After adding all teams to schedule, warning that 3 games cannot be played with 3 teams, seen in figure 2.14. under D1, will show. Measures to deal with this warning are described in Chapter 5.5.

To **delete a game** from schedule, click cross (x) on the side of teams name.

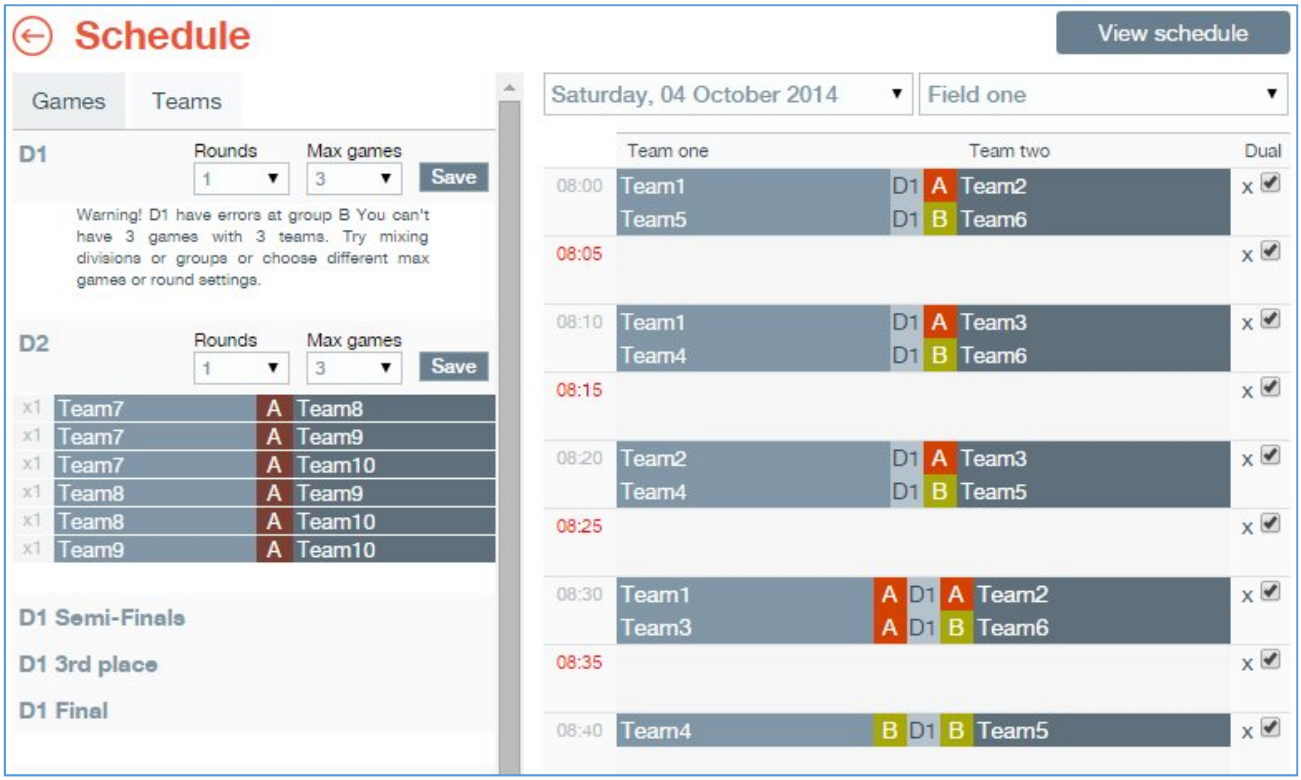


Figure 2.14 – Game schedule

After adding game into schedule, game time becomes unavailable and turns red. It is impossible to drag new games to occupied time. The amount of time between games is determined by value set in *Dual game time* and *Single game time* (see Chapter 2.2.).

In the left lower corner of window time of games is displayed (see fig. 2.15.). *Total game time* – total amount of time for games in tournament. *Unused time* – free unused time of tournament.

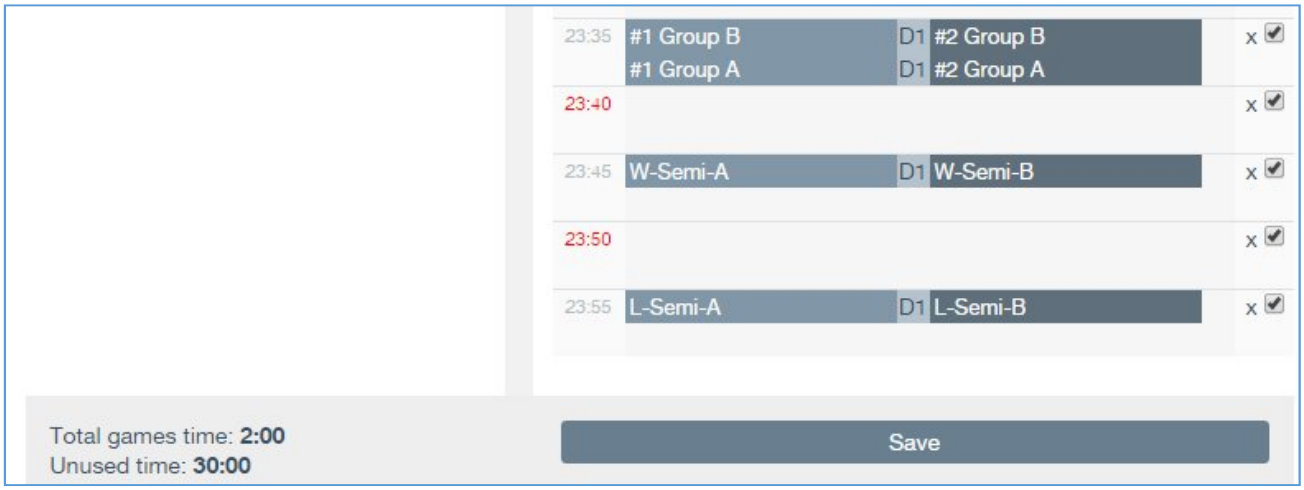


Figure 2.15 – time counter and inactive periods of time

If initially tournament was set to „Dual games by default", then in game schedule all games will ticked as Dual game. In schedule it is possible to change Dual game setting manually for each separate game. If check box is ticked, then for a game choose two pairs of teams.

If in dual game the same team appear, warning window will appear, that indicates that one of participants is already in dual game (see fig. 2.16. team number 1). Close warning window and delete one of teams.

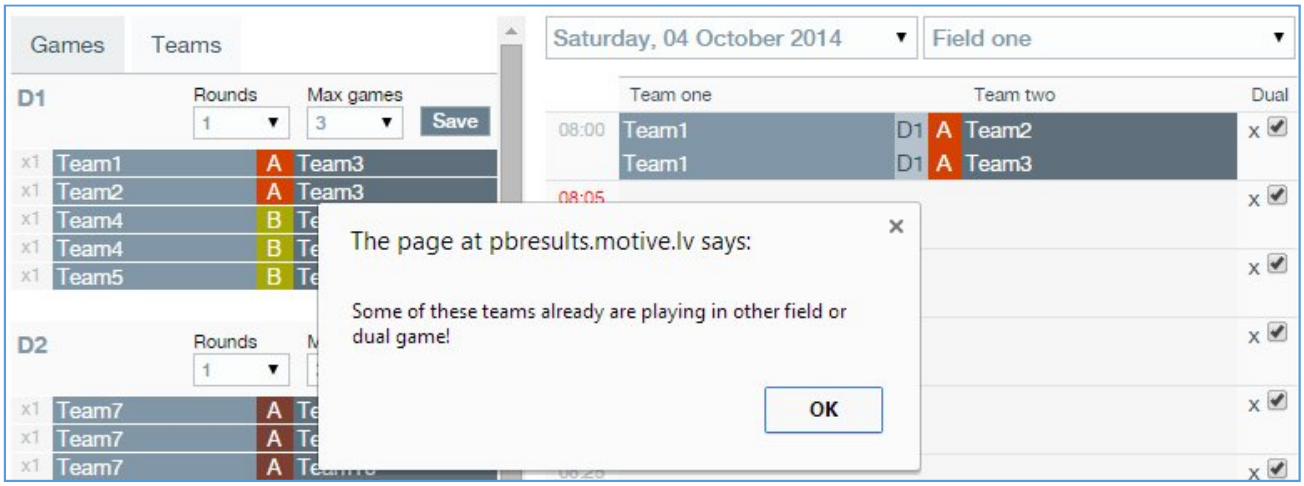


Figure 2.16 – warning about repeating team in dual game

To overview created game schedule, click "*View schedule*" View schedule above and right of table. Second window will appear with tournament schedule seen (see fig. 2.17.).

Test game

Saturday, 04 October 2014

Field one				Field two			
08:00	Team1 vs Team2 Team5 vs Team6	A B	D1	08:00	Team7 vs Team8 Team9 vs Team10	A A	D2
08:10	Team1 vs Team3 Team4 vs Team6	A B	D1	09:00	Team7 vs Team9 Team8 vs Team10	A A	D2
08:20	Team2 vs Team3 Team4 vs Team5	A B	D1	10:00	Team7 vs Team10 Team8 vs Team9	A A	D2
08:30	Team1 vs Team2 Team3 vs Team6	A A	D1				
08:40	Team4 vs Team5	B	D1				
08:50	#1 Group B vs #2 Group B #1 Group A vs #2 Group A	1/2	D1				
09:00	L-Semi-A vs L-Semi-B W-Semi-A vs W-Semi-B	3rd	D1				

Sunday, 05 October 2014

Field one				Field two
08:00	#1 Group A vs #2 Group A	Final	D2	

Figure 2.17 – tournament schedule overview

To finish tournament setting, click on the bottom "*Save*" button.

2.8. Step eight - Editing score and selection of teams in final games

On the overview page in tab "Schedule view" tournament author can set score manually for each team. To get to overview page, click on the name of tournament on the main page, or upper menu on "*Live games*" page (for future games) and choose "*Score Archive*" (for past games) (see chapter 3).

On the overview page go to field "*Score*" and fill in amount of point each team got in the game (see fig. 2.18.). Collected score by one team cannot be higher than pre-set amount "*Maximum point*" in division settings, if so warning will appear.

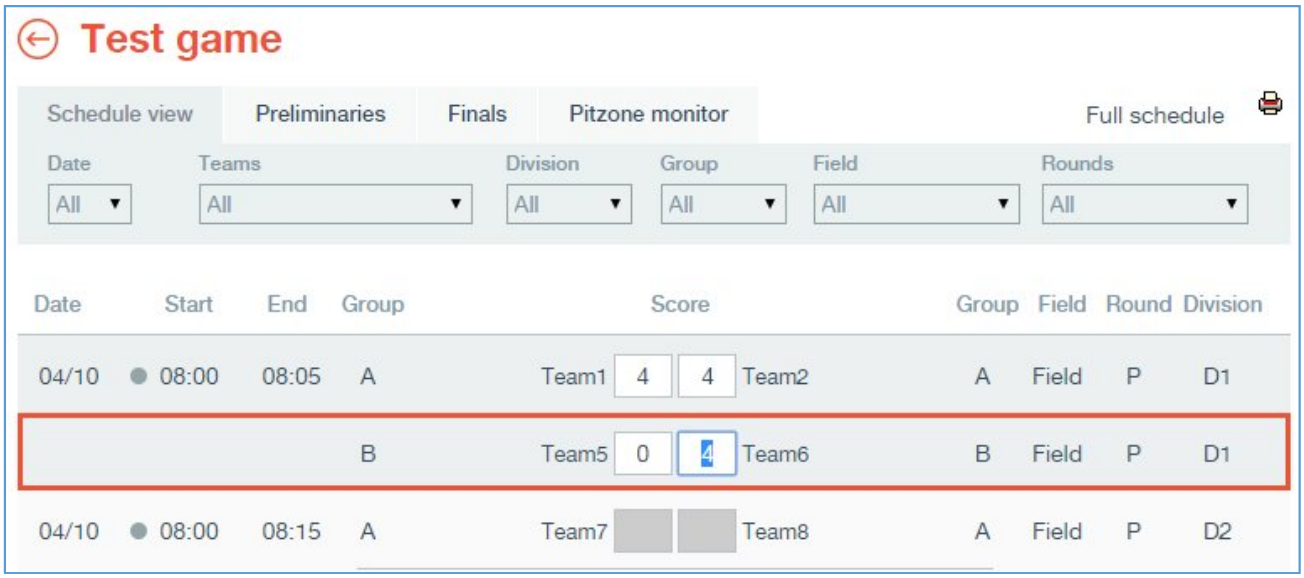


Figure 2.18 – Team score

In case of two teams having same amount of points in qualifiers, in upper part of window warning will appear "Please check group standings in …". That indicates that teams have to be prioritized in groups for this division (see fig. 2.19.).

To do that press » button in upper side or go to *Preliminaries* tab. Then from drop-down menu manually choose right priority for each team and hit *Save* to accept choice.

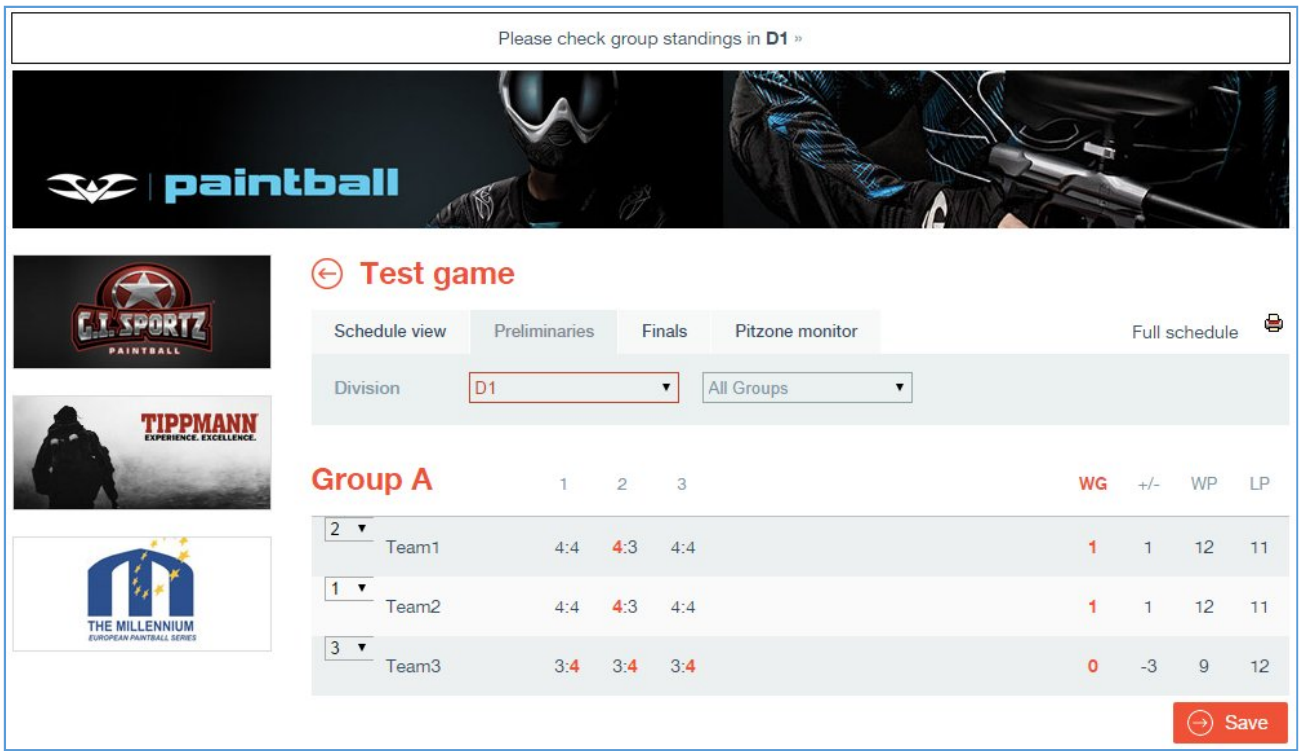
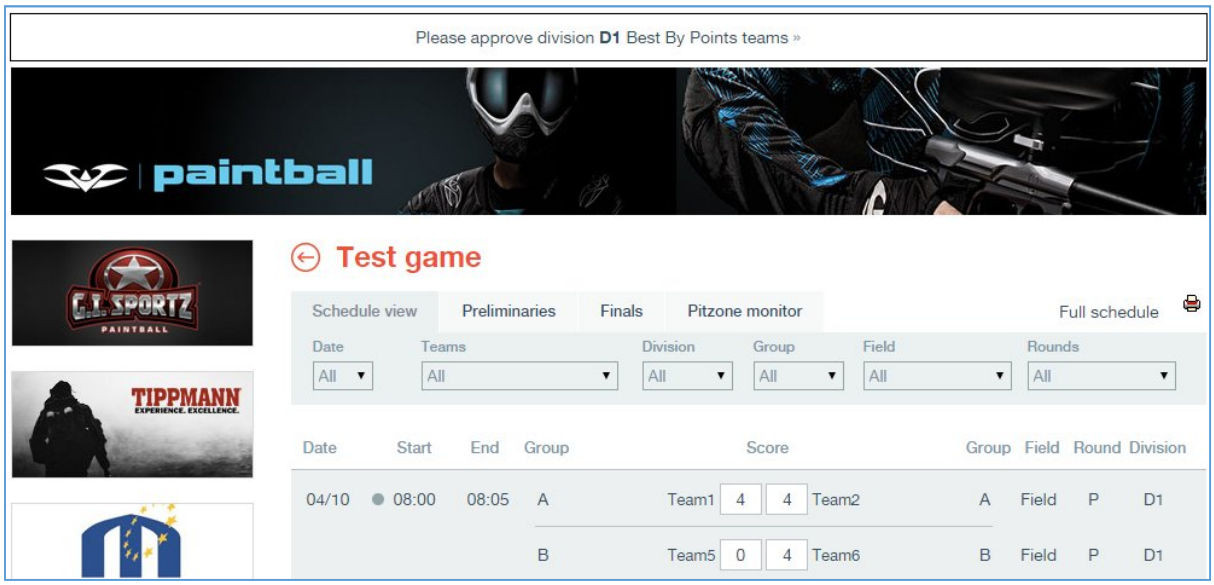


Figure 2.18 – teams with same amount of points and prioritization of teams

After the end of qualifier games, team score and priority is set, next set of final games will be generated automatically from winning teams.

In case of equal score (best by points) or both teams won 1st (2nd, 3rd) place, next stage will not be generated automatically. Message requiring team approval for next stage will appear at the top "Please approve divisions Best by points teams" (see fig. 2.20.).



2.2019 – Message requiring team approval

After that manual team selection is needed. These selected teams compete in following tournament stage. To select teams click on » button in the message or go to team selection in the "*Finals*" tab. Then manually select team from drop-down menu and click "*Save*" (see fig. 2.21.).

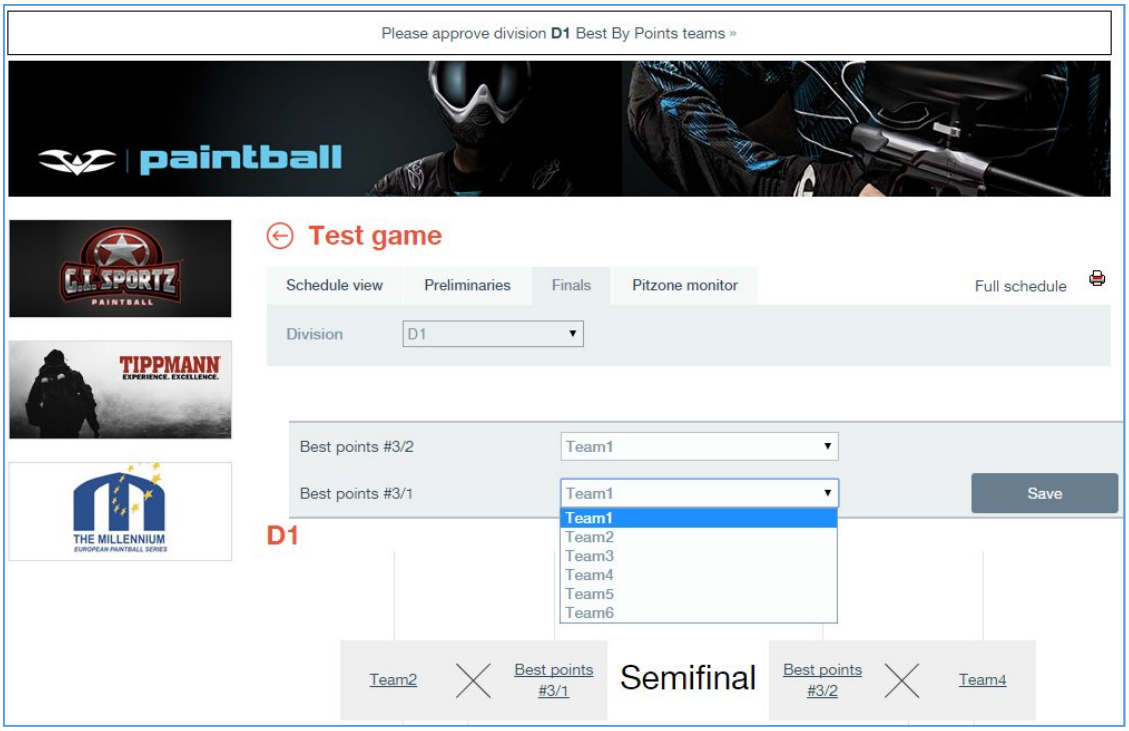


Figure 2.21 – Team selection in case of draw or equal amount of points

After "*Save*" button is clicked, team name will show up in the table of final games, then score needs to be set for the game.

In *Finals* tab teams can be changed in final stages, for example, if one team cannot participate in games. To do that click on team name final stages (see fig. 2.22.). Choose from drop-down menu name of the team which will substitute missing team. Final stage with new teams will be saved immediately and will be seen in *Schedule view* with game schedule.

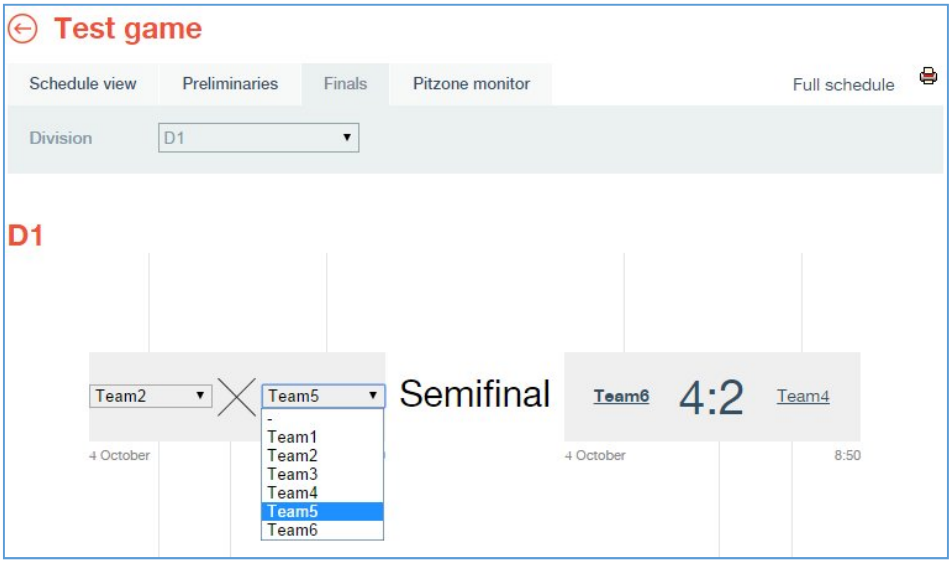


Figure 2.20 – team substitution in final stage of games

2.9. Step nine, tournament settings - Review & Publish

On this page tournament file with settings is available. Tournament file can be used for synchronization with full version of PBresults software for tournament management (see fig. 2.23.). To download file click on "Download File settings" and save it on your computer. Then open this file with PBresults software so that all tournament settings are added to software.

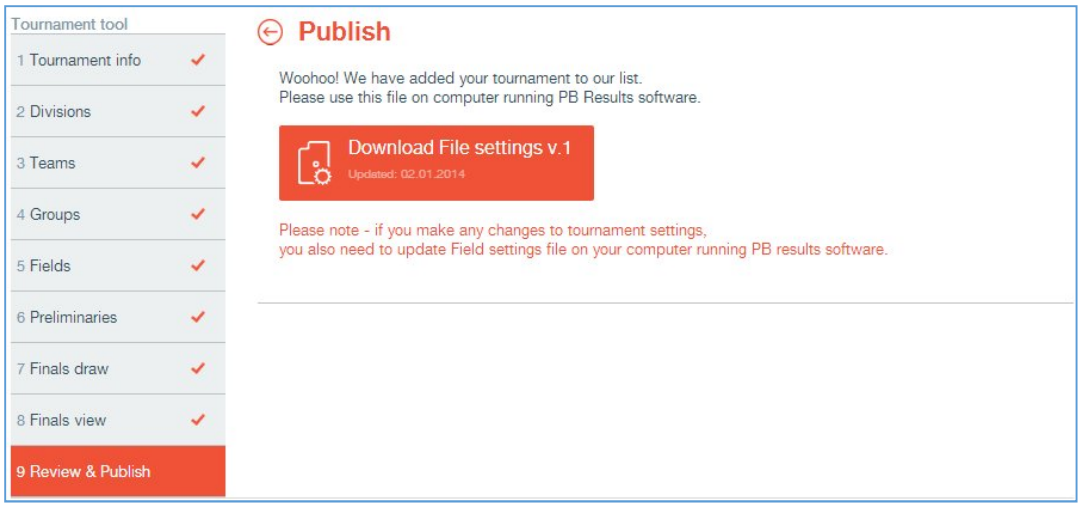


Figure 2.21 – File with tournament settings

3. Tournament overview

If tournament settings was not ticked “Hide event from public” (see Chapter 2.1.) tournament will publicly be available for view to website visitors. Tournaments that has not started yet will be available for view in section “*Live events*” under “*Live game*” in upper website menu. Past tournaments will be available for view on main page under section “*Score Archive*” and subsection “*Past events*” (see fig. 3.1.).

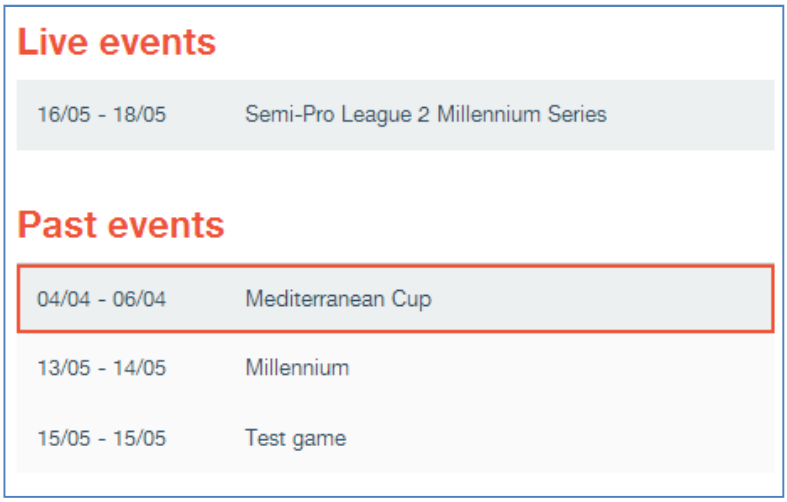


Figure 3.1 – Tournament section on main page of website

To get to tournament view page click on tournament name. New page will open, it is divided into four tabs Schedule view, Preliminaries, Finals, Pitzone monitor (see fig. 3.2.). Each tab can be printed out, to do so click on printer icon .

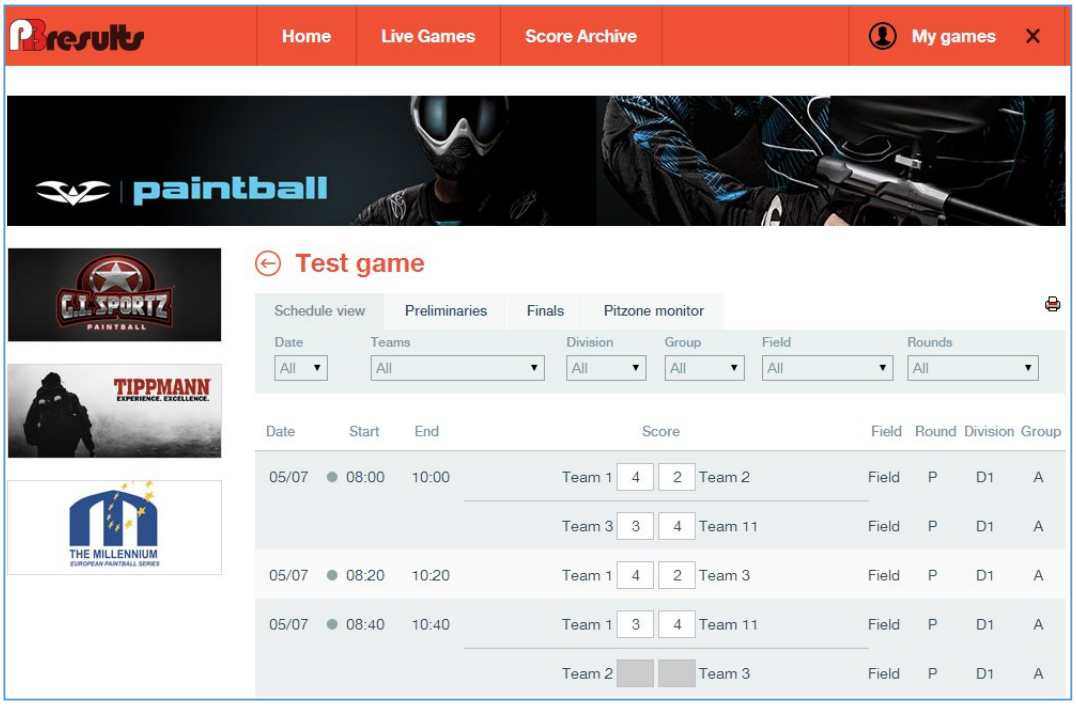


Figure 3.2 – Tournament overview page

To view overall tournament schedule click on link "*Full schedule*" in the upper right corner of page, near printing icon. In new window full view of tournament set by dates and fields will open (see fig. 3.3.).

Test game

Saturday, 04 October 2014

Field one				Field two			
08:00	Team1 vs Team2 Team5 vs Team6	A B	D1	08:00	Team7 vs Team8 Team9 vs Team10	A A	D2
08:10	Team1 vs Team3 Team4 vs Team6	A B	D1	09:00	Team7 vs Team9 Team8 vs Team10	A A	D2
08:20	Team2 vs Team3 Team4 vs Team5	A B	D1	10:00	Team7 vs Team10 Team8 vs Team9	A A	D2
08:30	Team1 vs Team2 Team3 vs Team6	A A	D1				
08:40	Team4 vs Team5	B	D1				
08:50	Team5 vs Team6 Team2 vs Team5	B A	D1				
09:00	L-Semi-A vs Team3 W-Semi-A vs Team1	3rd	D1				

Sunday, 05 October 2014

Field one				Field two
08:00	Team7 vs Team8	A	D2	

Figure 3.3 – full tournament schedule view

3.1. Schedule view

Tab "*Schedule view*" shows games schedule for tournament (see fig. 3.4.). On this page tournament author can type in live score of each team.

Schedule table is divided on 8 columns:
Date – date of game.
Start / End – time of the start and end of game.
Score – amount of gained points by teams.
Field – ongoing game field.
Round – designation of the type of game: Preliminary – qualifying round, 1/4 – quarter finals, ½ - semi-final, 3rd – game for the third place, Final – game for the first place.
Division – name of division.
Group

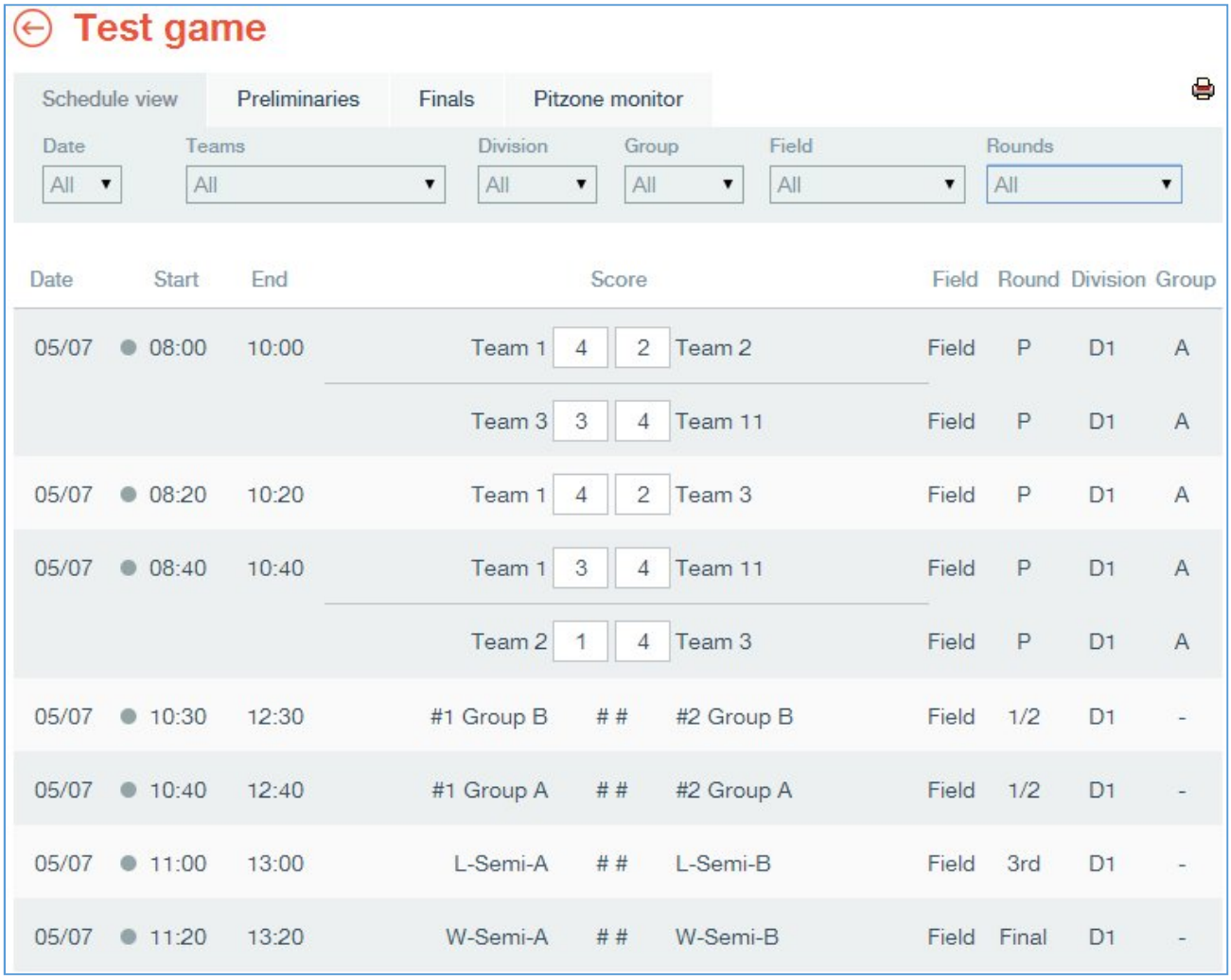


Figure 3.4 – Tournament schedule, preliminary and final games

Schedule view page allows to filter tournaments by date, team name, division, group, preliminary or final games and by field (see fig. 3.5.).

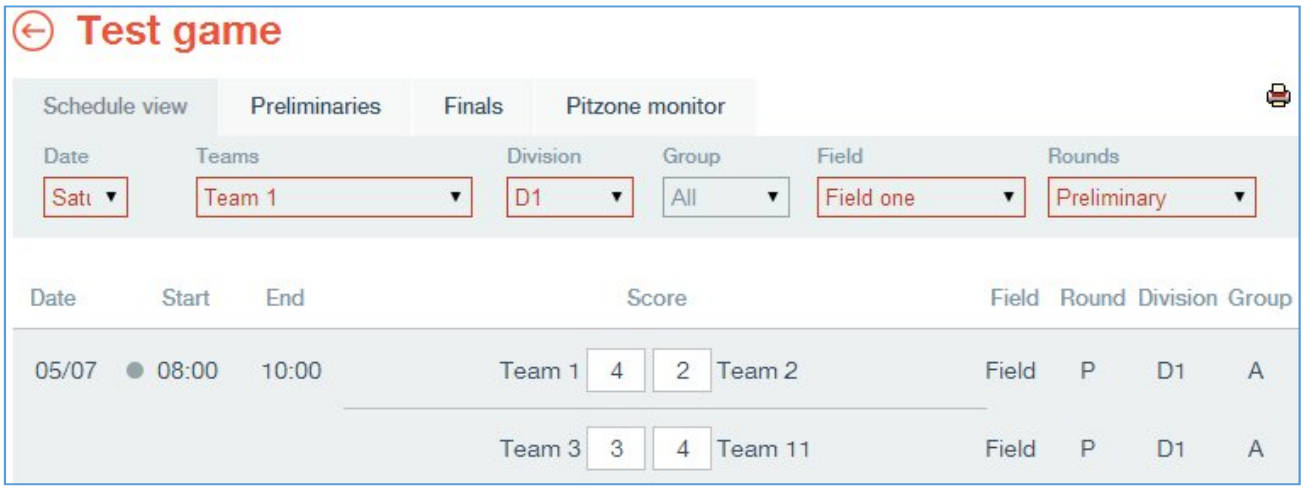


Figure3.5 - Filtering

3.2. Preliminary game results - Preliminaries

After each game team gets certain amount of points. Team score is available for view in "*Preliminaries*" tab.

In this tab teams are distributed by groups, same groups as in tournament parameters. Name, number of games and score is shown for each team (see fig. 3.6.). Filtering by divisions and groups is available.

WG – amount of won games

+/- – difference between won and lost games

WP – amount of gained points

LP – amount of lost points

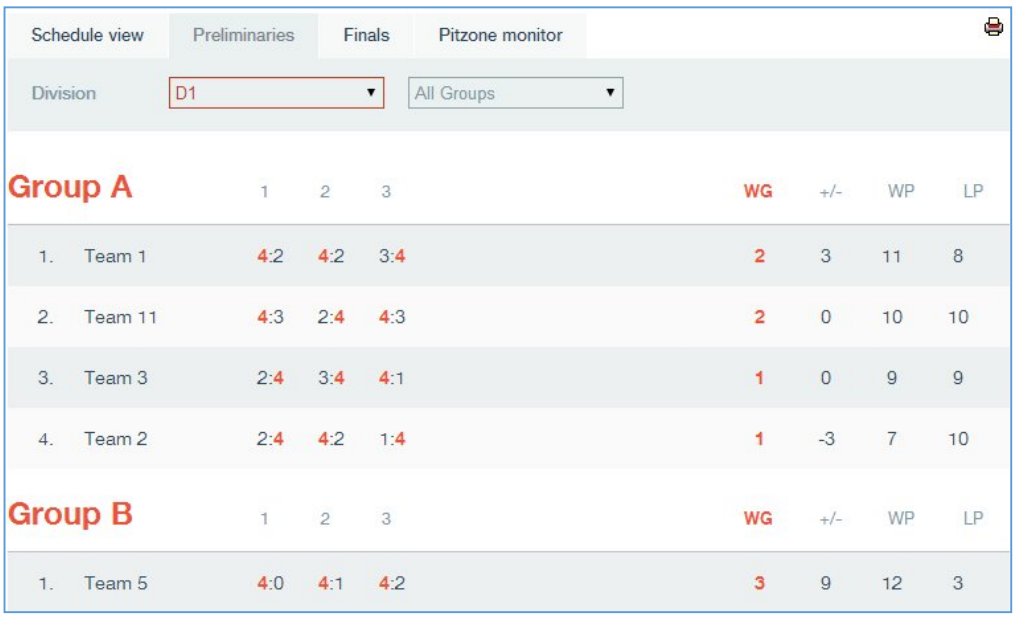


Figure 3.6 – Team score board

3.3. Scheme of final games - Finals

In "*Finals*" tab all final games are shown. It clearly shows the final games between the teams, the time and date of the game, as well as winner of the previous games, which are moving from one stage to the next stage (see fig. 3.7.).

3.7 – Scheme of final games

3.4. Pitzone monitor

If you are using full version of software and additional display for spectators, then this tab will display online scoreboard information.

4. Deleting and editing tournament

To delete of edit tournament information go to section "*My games*", to do so click on "*My games*" button in the right upper corner of website (see fig. 2.1.). Page will open with the list of all your tournaments (see fig. 4.1.).

To start editing tournament information click on the name of tournament. 8 step side menu will show up, same menu as in development of tournament. Going through steps, in each step information can be changed.

To delete the tournament in "*My games*" page, click on × Delete next to the name of tournament you want to delete.

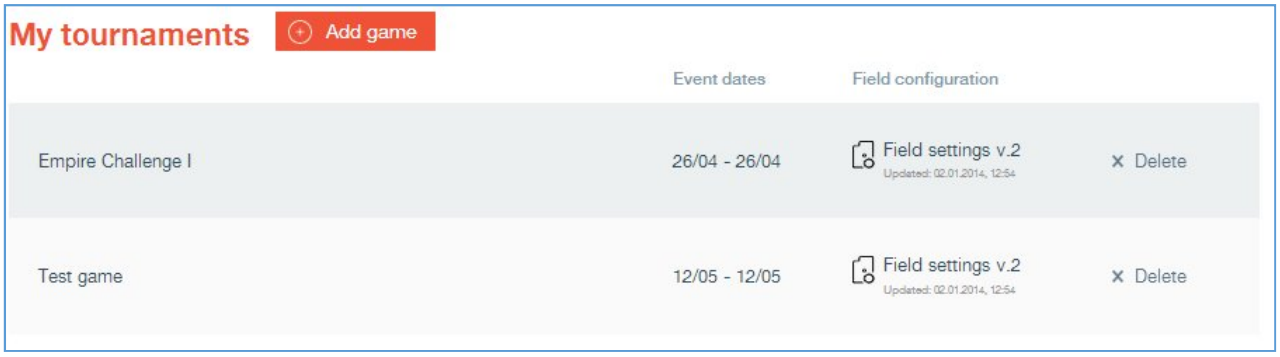


Figure 4.1 – List of created tournaments

5. Game scenarios

In this chapter various tournament scenarios are overviewed. Qualifier games are held in round-robin draw system. In one round each team plays certain amount of games against each other team.
On homepage in Schedule section (see fig 2.7.) system generates and suggests options for matches, one team plays one match against each other team. It is possible to manually set amount of qualifying matches, in that case following scenarios might appear:

- Team has played one game with each other team, but it has to play additional match against some other team.
- Teams have NOT played with each other teams qualifying matches, but have reached maximum limit of games for some teams.

Read further this chapter to find out what to do in these situations.

5.1. Standard scenario, each team has played 1 game with each other team.

For each team to be able to play 1 game with each other team (one game against each opponent team) follow these formulas.
Optimum amount of qualifying games in one round for <u>one team</u> is calculated using formula

N-1, where **N** is number of teams.

Amount of all games is calculated by formula

$$\frac{\mathbf{N} * (\mathbf{N}-\mathbf{1})}{\mathbf{2}}$$, where **N** is number of teams.

Example.
Group consists of 6 teams. For each team to play 1 qualifying game against each other team, following the formula **6-1=5,** which means 5 games is needed. In total 15 games will take place between teams $\frac{\mathbf{6} * (\mathbf{6}-\mathbf{1})}{\mathbf{2}} = \mathbf{15}$

	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
Team 1		Game 1	Game 2	Game 3	Game 4	Game 5
Team 2	Game 1		Game 6	Game 7	Game 8	Game 9
Team 3	Game 2	Game 6		Game 10	Game 11	Game 12
Team 4	Game 3	Game 7	Game 10		Game 13	Game 14
Team 5	Game 4	Game 8	Game 11	Game 13		Game 15
Team 6	Game 5	Game 9	Game 12	Game 14	Game 15	

Example on website.
Group consists of 6 teams (see fig. 5.1.).

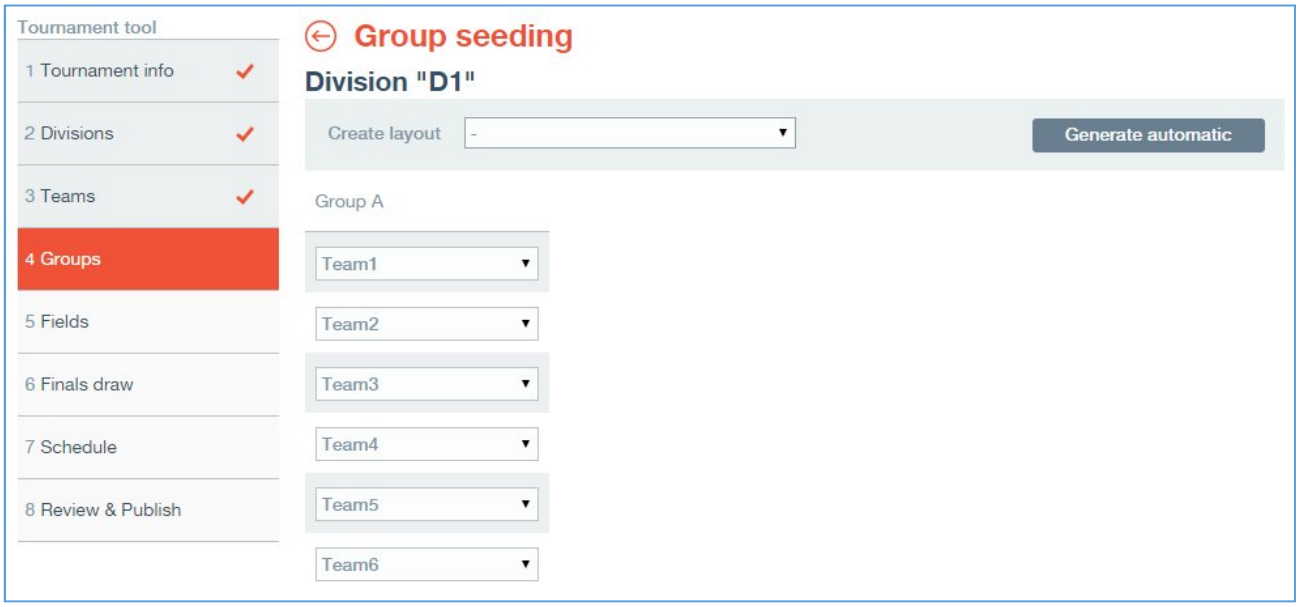


Figure 5.1 – group of 6 teams

Let's look further section "*Schedule*" with tournament broadening. Amount of round for qualifying games is set on 1. Maximum amount of games for each team is set to **5** (from formula 6-1=5). System automatically generates 15 games in this qualifying stage, each team has one game against each other team (see fig. 5.2.).

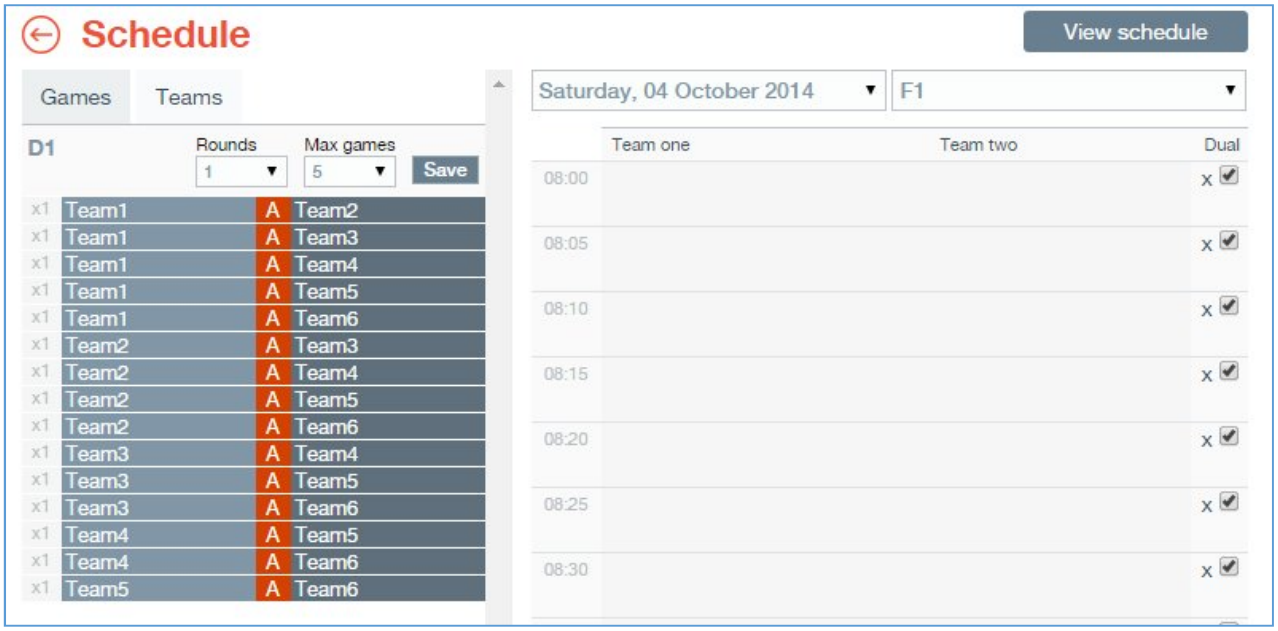


Figure 5.2 – each team plays against each other team, 5 qualifying games for each team

Drag all games between teams to qualifying games schedule to table on the right (see fig. 5.3.). Drag and drop as long as there are no games left in generated qualifying game table.

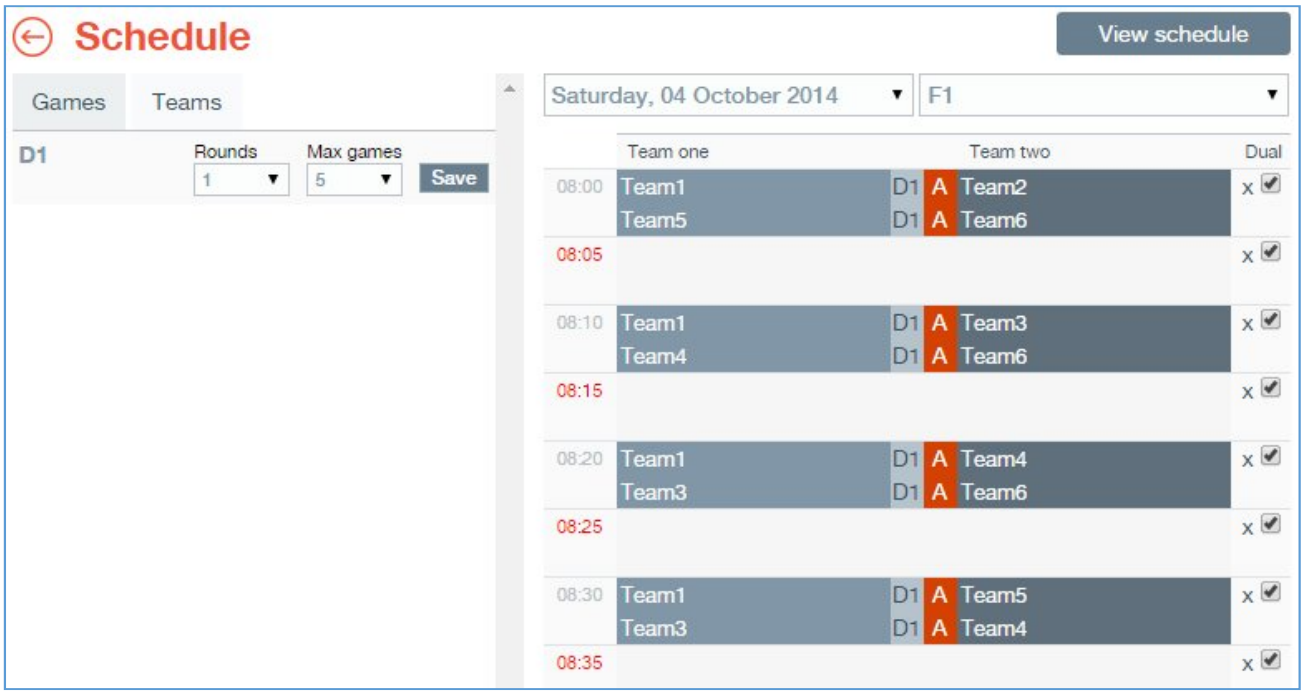


Figure 5.3 – qualifying games in the table of schedule

Next go to Teams tab (see fig. 5.4.).

Figure 5.4 – tab Teams, list of teams and amount of qualifying games for each

All teams in group A are crossed out. In this schedule each team will play 5 qualifying games with round robin draw. That means no manual input is needed. Schedule of qualifying games is created correctly.

5.2. One group. Amount of generated qualifying games is no enough

Specific division has one group. If maximum amount of qualifying games was not set by formula (N-1) and is higher than this value, then automatically generated games will not be enough. In that case stick to the script described below.

Group consist of 6 teams (see fig. 5.5.).

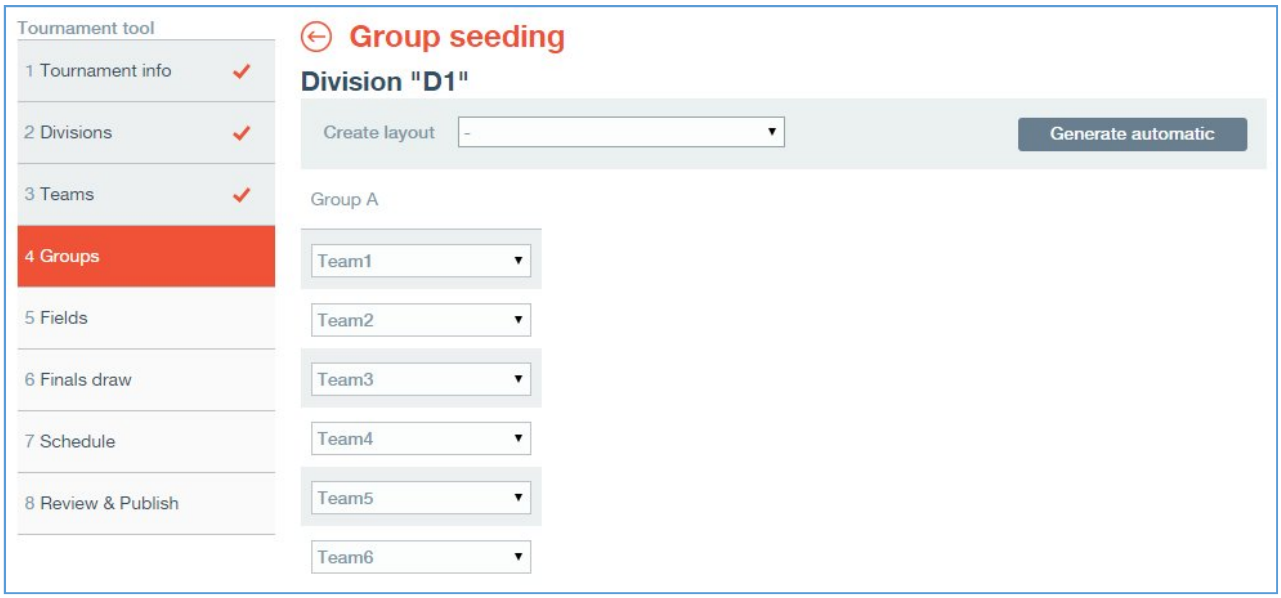


Figure 5.5 – group of 6 teams

Go to section “Schedule”. Amount of rounds in qualifying games is set to 1. Maximum amount of games for each team is set to 6. System automatically generated 15 games for qualification, each team against each other team (see fig. 5.6.).

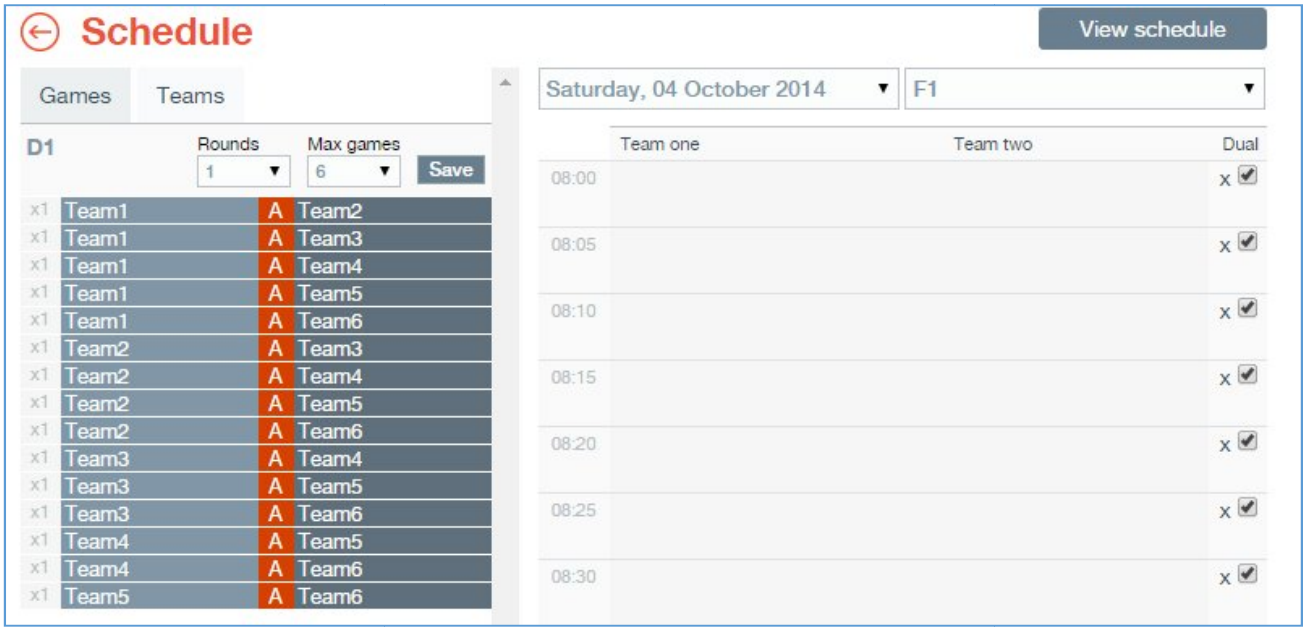


Figure 5.6 – list of qualifying games, each team against each other team

Drag and drop all games between teams to schedule on the right side (see fig. 5.7.).

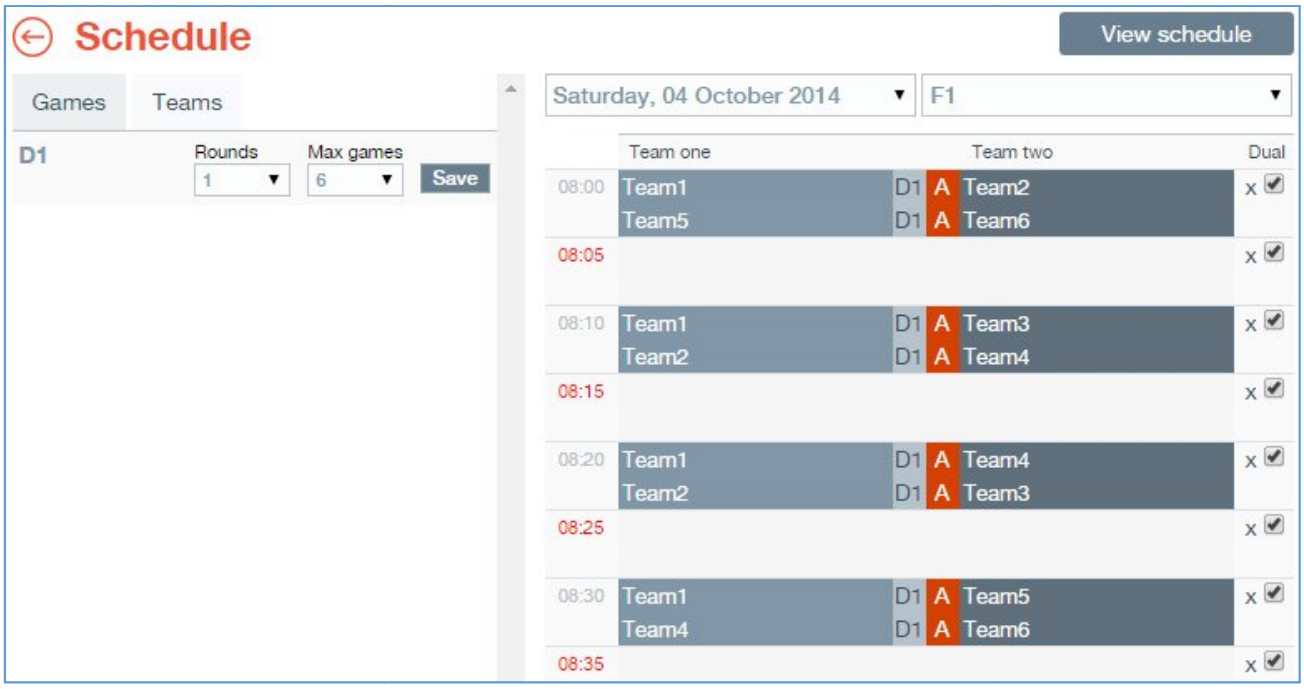


Figure 5.7 – qualifying games in schedule

Next go to tab "*Teams*" (see fig. 5.8.). Opposite of each team is number 5 (team will play 5 qualifying games), and teams are crossed out. In that case each team has to play 6 qualifying games, as it was set previously.

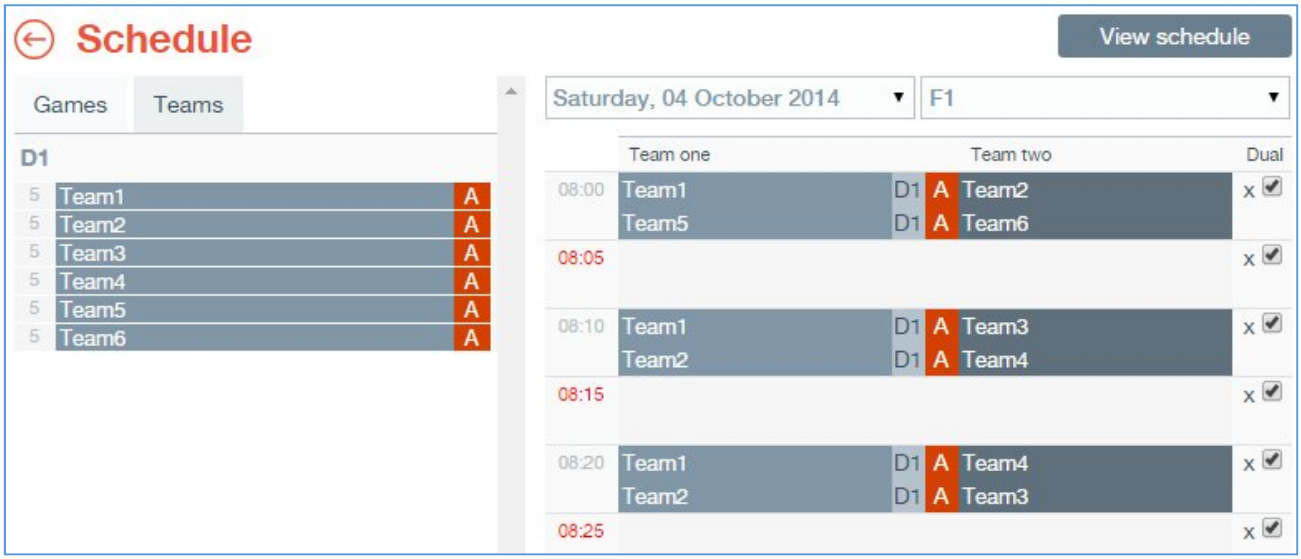


Figure 5.8 – tab Teams with list of teams and amount of qualifying games

That means that additional games for each team manually have to be added to schedule (see fig. 5.9.). As additional games are added to teams, names of these teams will be crossed out as soon as maximum amount of games is reached. In figure 5.9. it is seen that teams 1, 2, 3 and 4 already have additional games, another game between team 5 and team 6 has to be added. After that all teams will have 6 qualifying games.

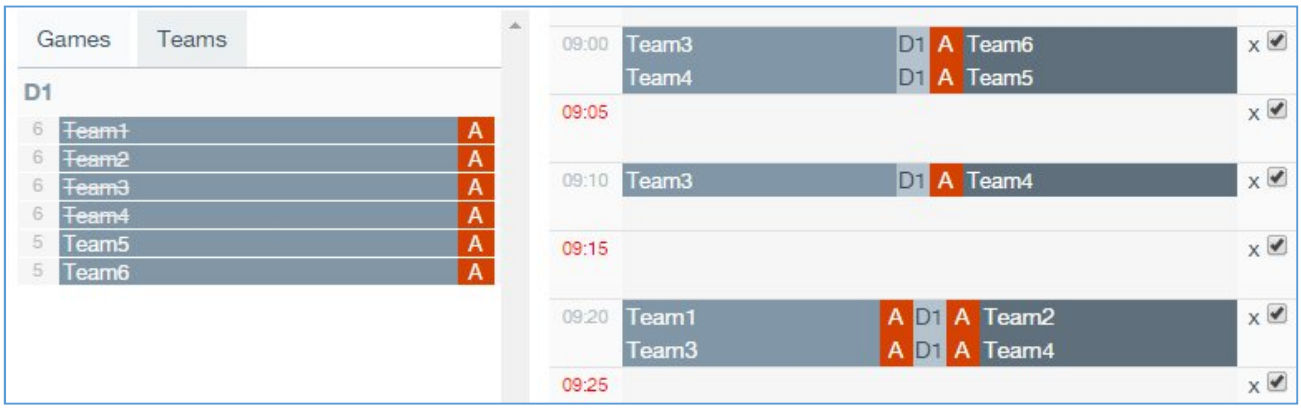


Figure 5.9 – adding additional games to schedule

When maximum amount of games is reached for each team, all teams will be crossed out. That will mean that game schedule is correctly created.

5.3. One group. Generated excessive amount of games

Division contains one group. In case where maximum amount of qualifying games was not set using formula (N-1) and is lower than that, automatically generated amount of games will be too high. In that case stick to the script described below.

Group consists of 6 teams (see fig. 5.10.).

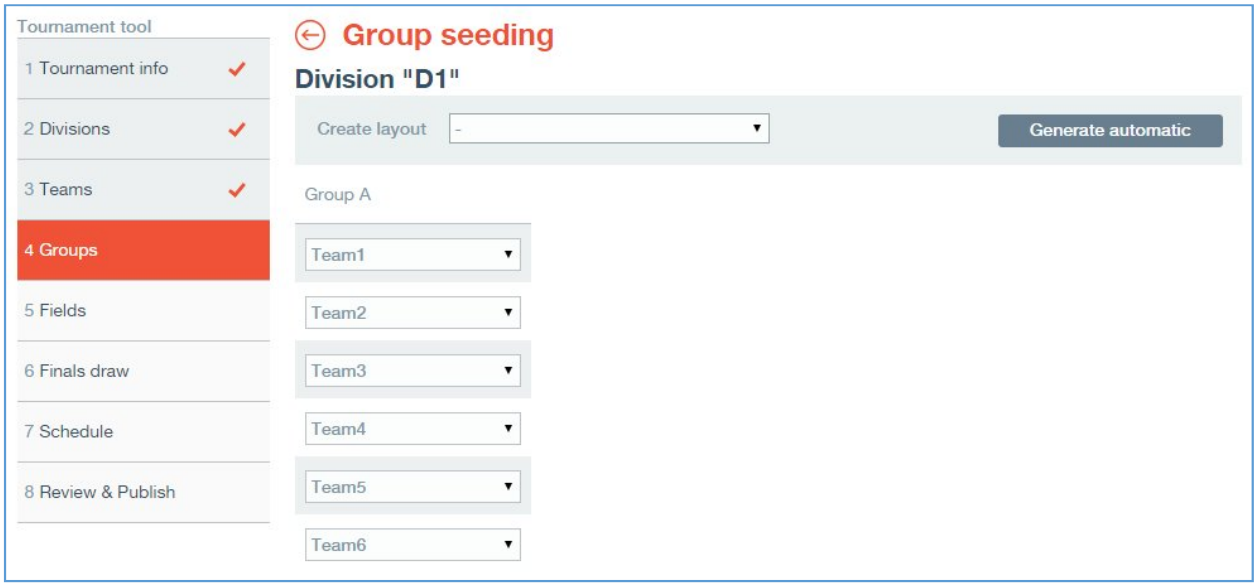


Figure 5.10 – group of 6 teams

In the section "*Schedule*" is the schedule of tournament. Amount of round for qualifying games is set 1. Maximum amount of games for each team is set **3**. System automatically generates 15 games between all teams (see fig. 5.11.).

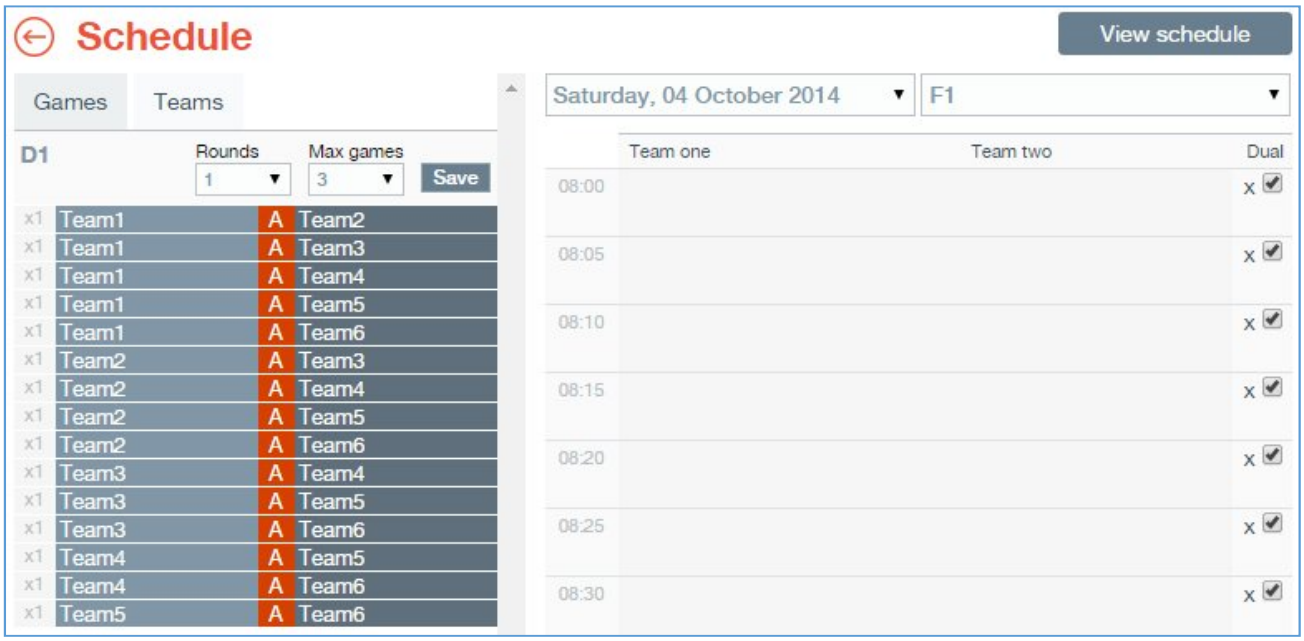


Figure 5.11 – list of qualifying between all teams

Drag and drop teams to table on the right side. At some point, when teams have reached maximum and becomes crossed out, those teams will not be accessible for dragging and adding to table. For example games of team number 1 (see fig. 5.12.). That indicates that team nr. 1 has reached maximum amount of qualifying games and this team cannot play additional games against other teams.

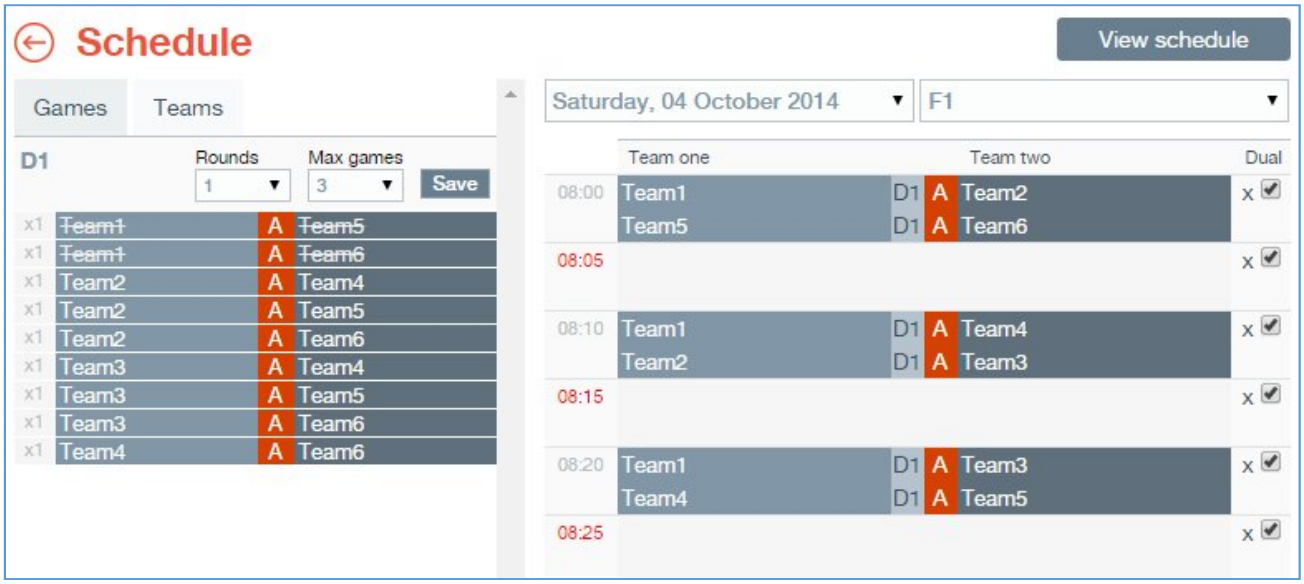


Figure 5.12 – scheduled qualifying games

Next tab Teams, it is possible to view how many qualifying games has each team played (see fig. 5.13.). in figure 5.13. we can see that team 1 has reached maximum amount of qualifying games (3 qualifying games) due that team 1 is crossed out. Team 6 can play 2 more games, teams 2, 3, 4 and 5 can play additional 1 game each.

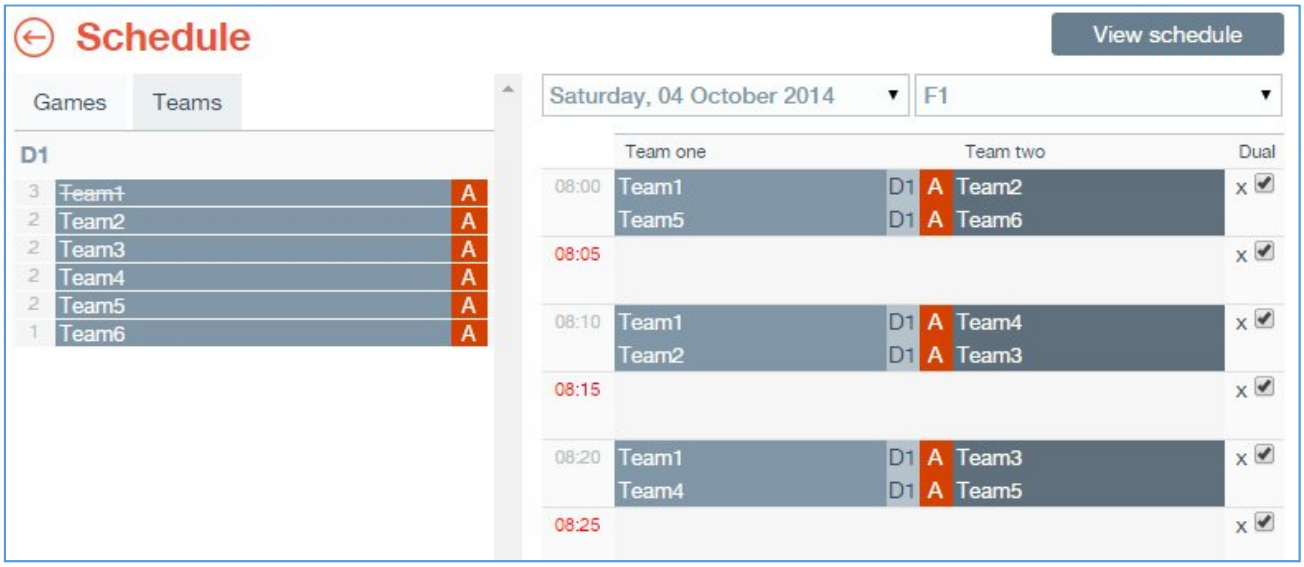


Figure 5.13 – tab Teams, list of teams and amount of played games in qualification

Further, it is possible to manually add games to schedule for rest of the teams, by dragging and dropping teams to schedule. Also previously generated qualifying games can be used in tab Games.

In this scenario one team will not be able to play pre-set maximum amount of games (see fig. 5.14.). In figure team 6 has played only 1 qualifying game, all other teams have reached pre-set maximum (teams are crossed out).

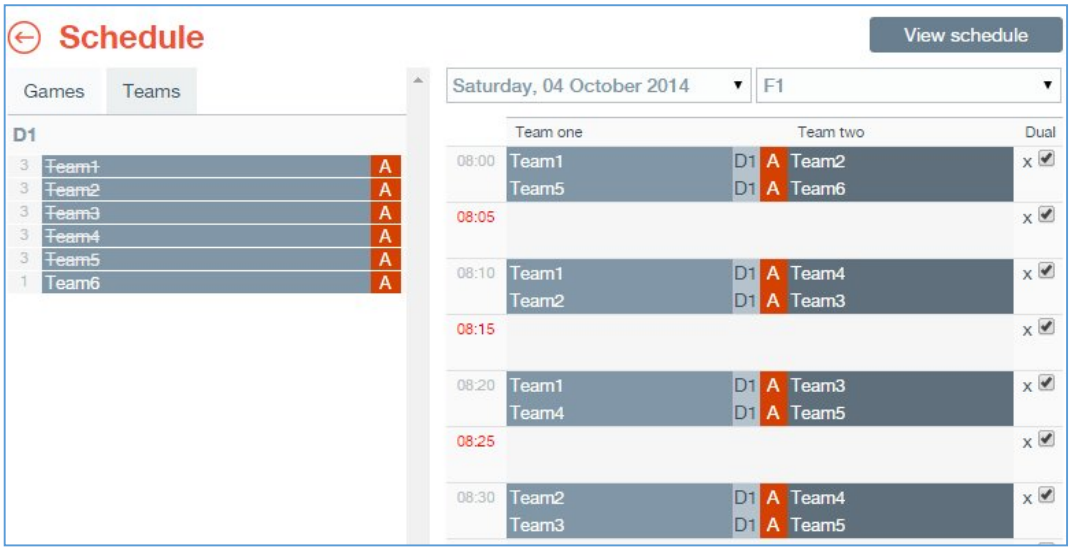


Figure 5.14 – amount of games is not enough for teams

In this case, if it is possible (see Chapter 5.4.) delete some games from schedule and try to create games between teams manually, in a way that all teams have same amount of qualifying games (see fig. 5.15.).

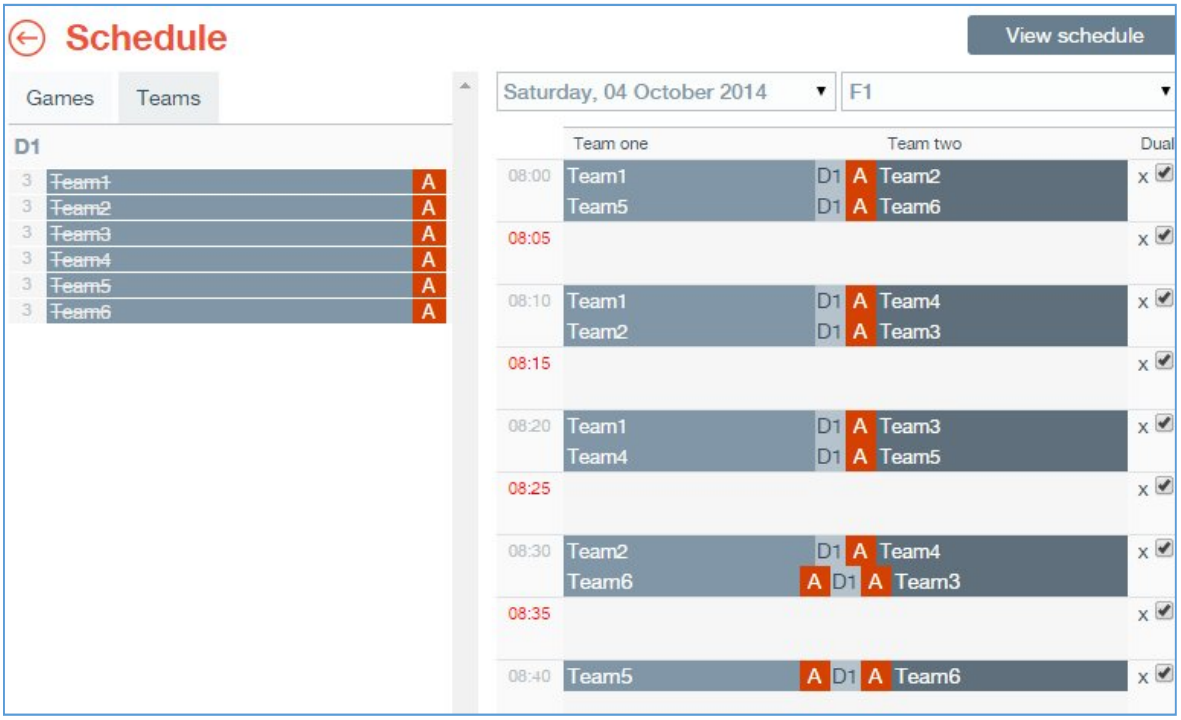


Figure 5.15 – manually added games between teams, to reach maximum amount of games with each other

When maximum amount of games is reached for each team, all teams will be crossed out. That will mean that game schedule is correctly created and finished.

5.4. Uneven amount of teams in one group

Division contains one group. Group contains uneven amount of teams. If maximum amount of qualifying games was not set using formula (N-1) and it is lower or higher than that value, amount of automatically generated qualifying games will be higher of lower than is necessary. Stick to scenario described further.

In case of the amount of automatically generated qualifying games being lower than necessary. Group consists of 5 teams (see fig. 5.16.).

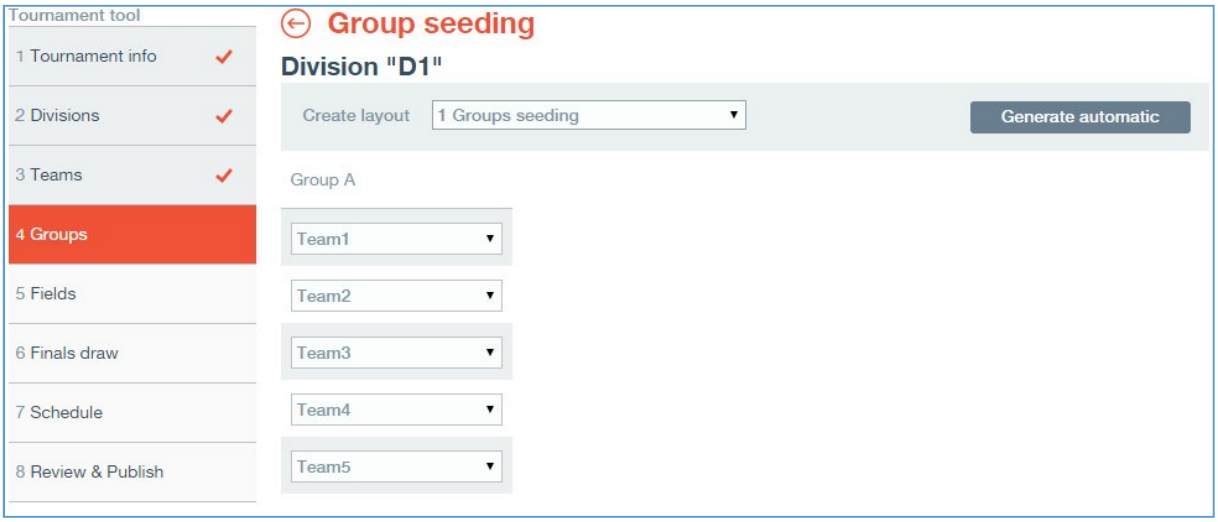


Figure 5.16 – group of 5 teams

Go to section "*Schedule*". There you will find tournament schedule. Set amount of round for qualifying stage to 1, maximum amount of games to 5 for each team. Then press "Save".
Window with warning and a hint appears, saying "You can't have 5 games with 5 teams. Try mixing divisions or groups or choose different max games or round settings" (see fig. 5.17.). Mathematically and logically it is not possible to arrange this setting. Different amount of maximum qualifying games have to be set, otherwise one team will have lower amount of qualifying games than other teams.

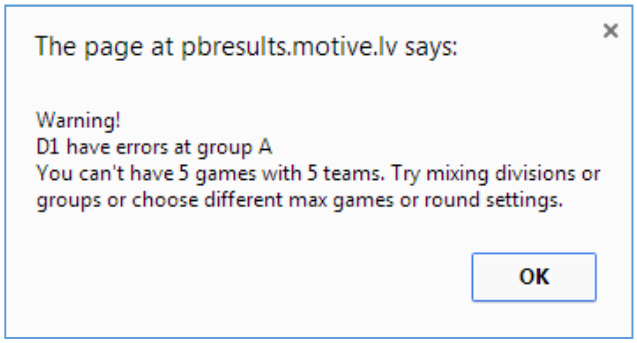


Figure 5.17 – warning window

By pressing OK, section "*Schedule*" will appear. System automatically generated 10 games for qualifying stage, with round robin draw (see fig. 5.18.).

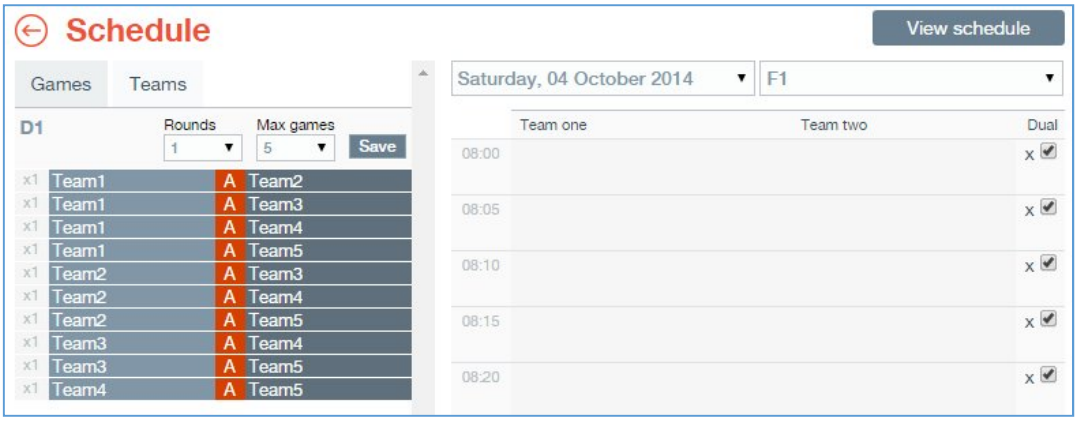


Figure 5.18 – automatically generated list of qualifying games, each team against each other team

Drag and drop all games between teams to schedule on the right table. After moving all teams a warning will appear again. Warning that 5 teams won't have enough games (see fig. 5.19.).

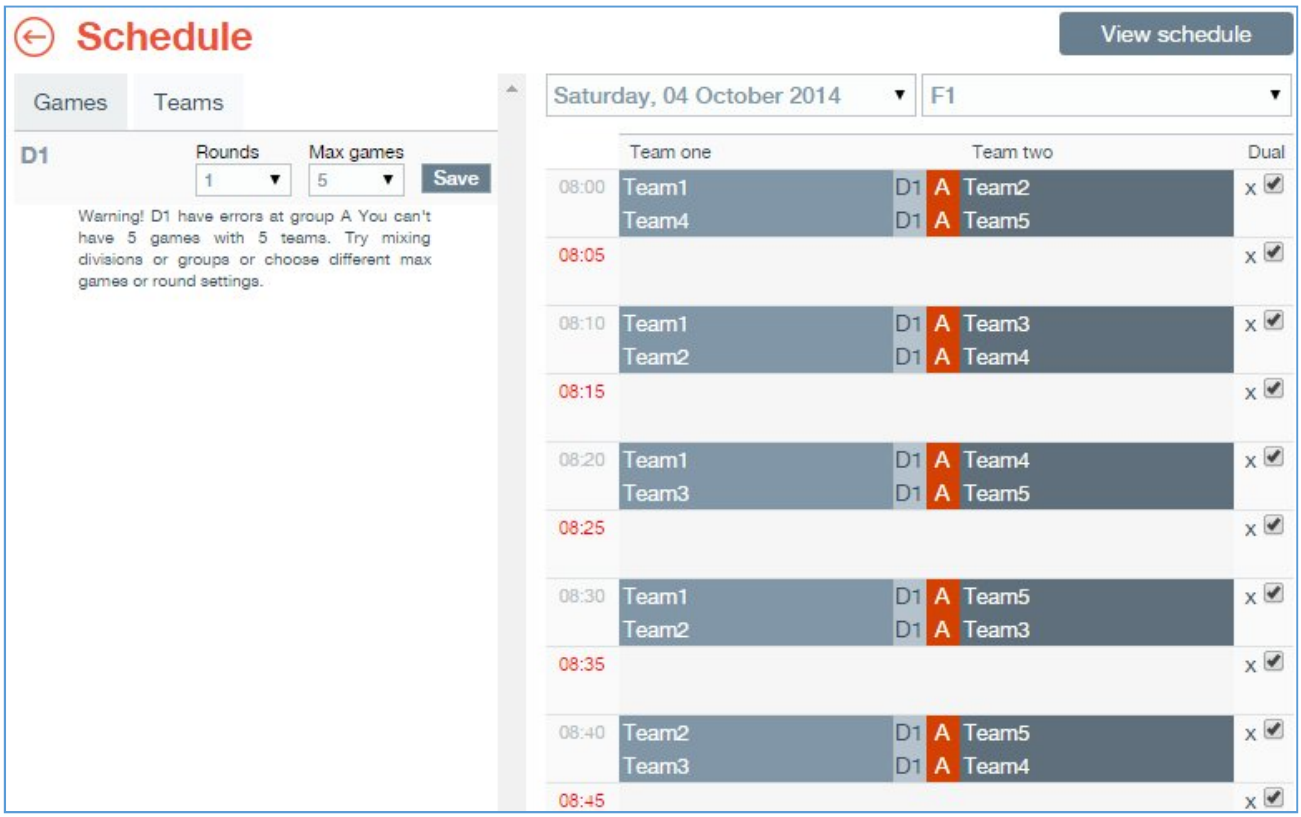


Figure 5.19 – qualifying games in schedule, with warning about inequality of amount of games

System generated only 4 qualifying games for each team, but we need 5 games for each team. To solve this problem go to tab "*Teams*" (see fig. 5.20.). Teams in this tab are not crossed out. Reason for that is lack of qualifying games, each team needs additional 1 game.

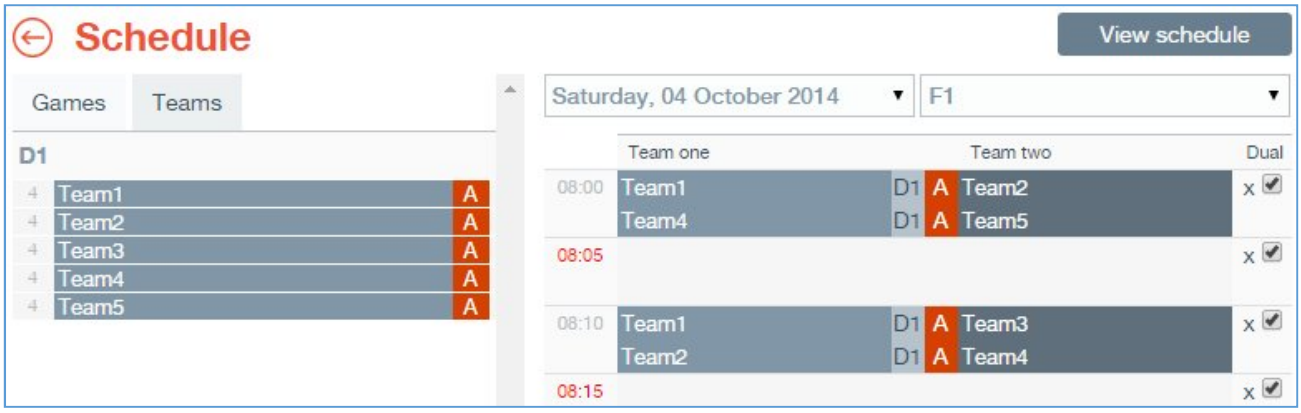


Figure 5.20 – tab Tems with list of teams and amount of qualifying games for each team

Mathematically it is impossible to create exactly one additional game for each team, one team will have 4 games. In figure 5.21. 2 additional qualifying games were added manually. Game between teams 1 and 2, and game between teams 3 and 4. In that case teams 1, 2, 3, 4 has reached maximum amount of qualifying games and are crossed out.

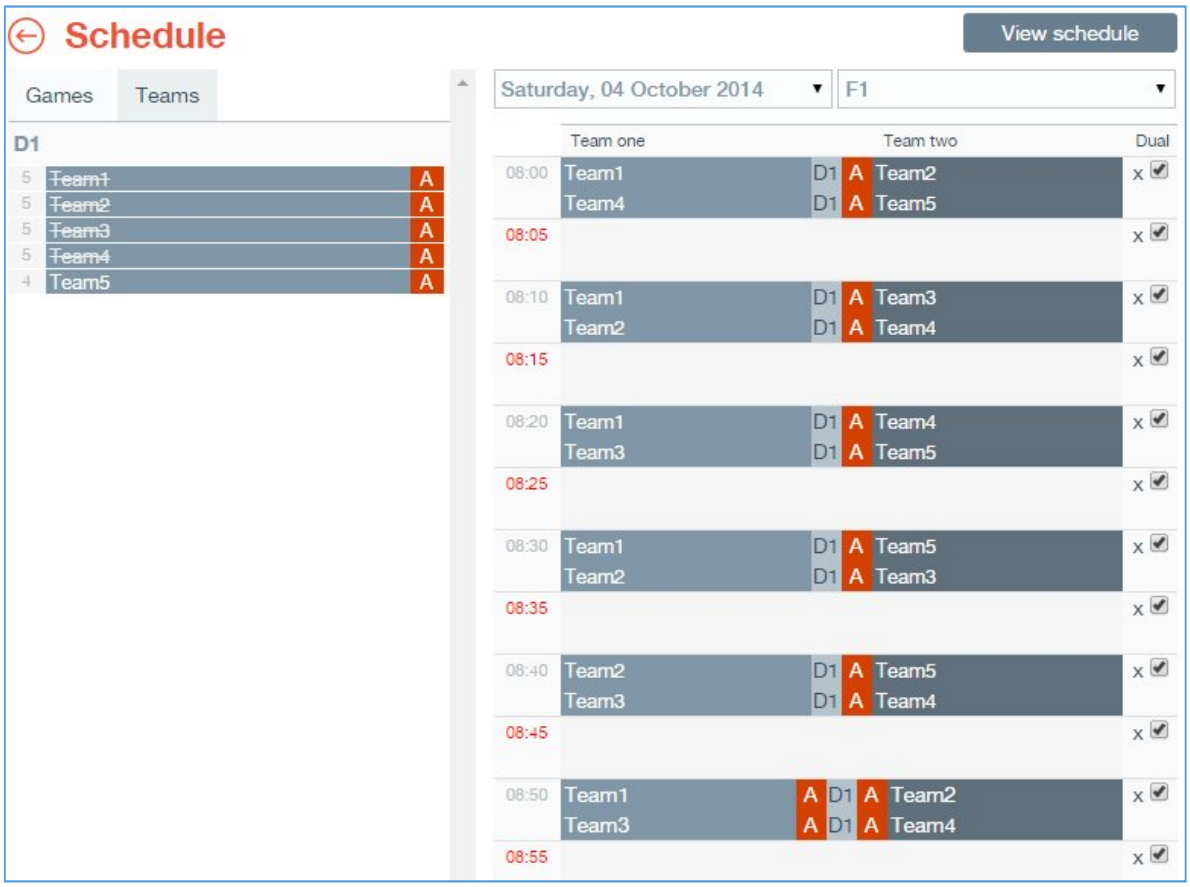


Figure 5.21 – additional games manually added to schedule to reach maximum amount of qualifying games

Team 5 will have 4 qualifying games, unfortunately it can't be helped. The only possible solution is to mix games between groups (see Chapter 5.5.) or change maximum amount of qualifying games. With that you can consider schedule of qualifying games completed.

This scenario looks similar, maximum amount of qualifying games was not set by formula (N-1) and is lower than right amount. Amount of automatically generated qualifying games will be higher than necessary.

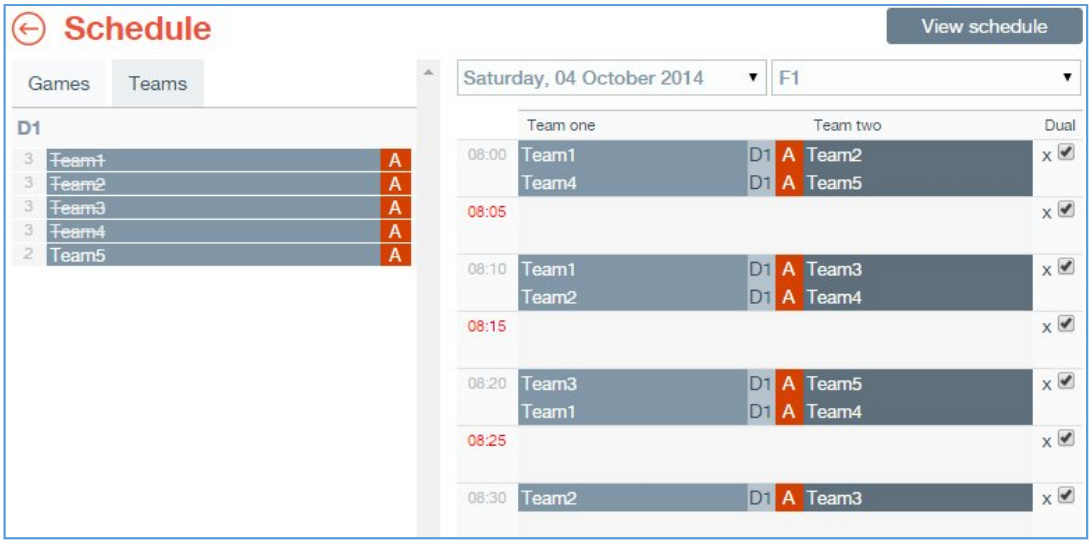


Figure 5.22 – tab Teams, 4 teams have reached maximum amount of qualifying games

Let's assume that the amount of qualifying games is set to 1 and maximum amount of qualifying games is set to **3**. In that case one team will not be able to play one game, because all other teams will reach maximum amount of games before that and will be crossed out (see fig. 5.22.). In the same manner as described in the beginning of this chapter we cannot influence this situation because of mathematical and logical principles.

5.5. Multiple groups. Qualifying games between groups

If division contains more than one group and the maximum amount of games was not set by formula (N-1) and is higher than this value, then system will automatically generate less than needed. In that case stick to the script described below.

2 groups consists of 3 teams (see fig. 5.23.).

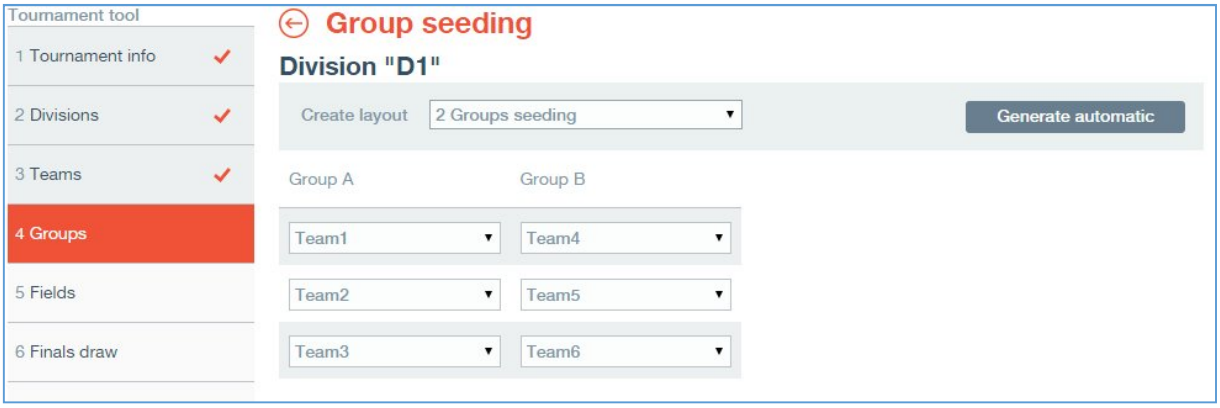
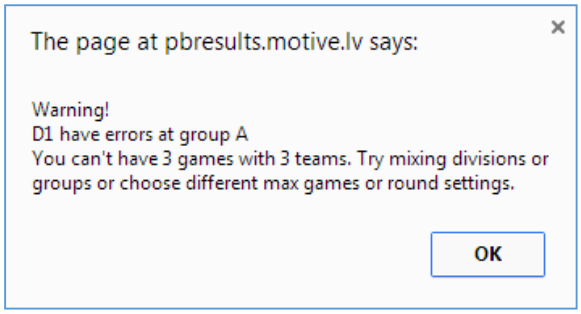


Figure 5.23 – two groups consisting of 3 teams

Go to section "*Schedule*". Choose amount of qualifying games 1 and maximum amount of qualifying games 3 for each team. Then press "*Save*".

After that window with warning and a hint that 3 games cannot be played by 3 teams will appear. In that case different amount of maximum games have to be set or mix games between groups (see fig. 5.24.).



5.24 – window with warning

By pressing OK, section "*Schedule*" will appear. On this stage system automatically generated 3 games for each group. In group each team plays against each other team one game (see fig. 5.25.).

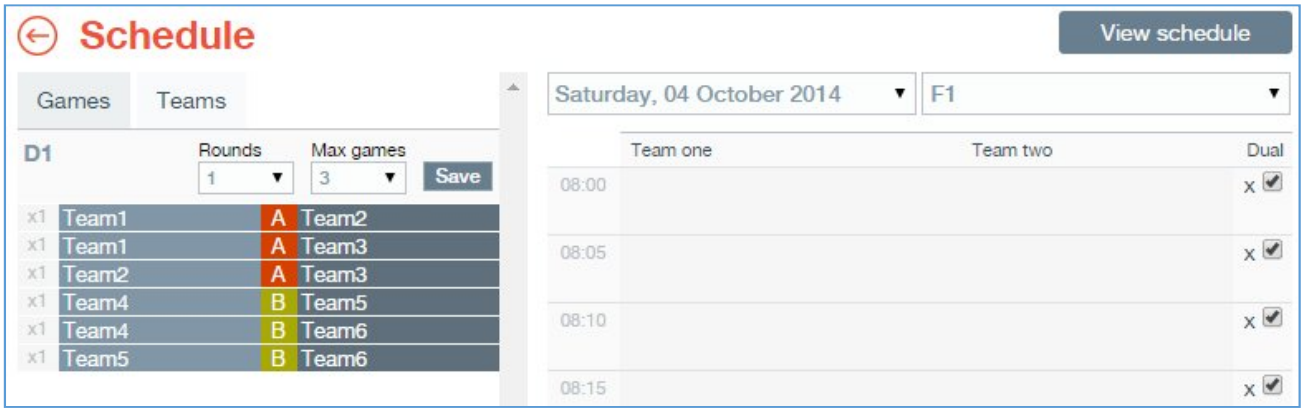


Figure 5.25 – schedule of qualifying games, round robin draw

Drag and drop all games to schedule on the right side. After that warning that there is not enough games for 3 teams will appear (see fig. 5.26.).

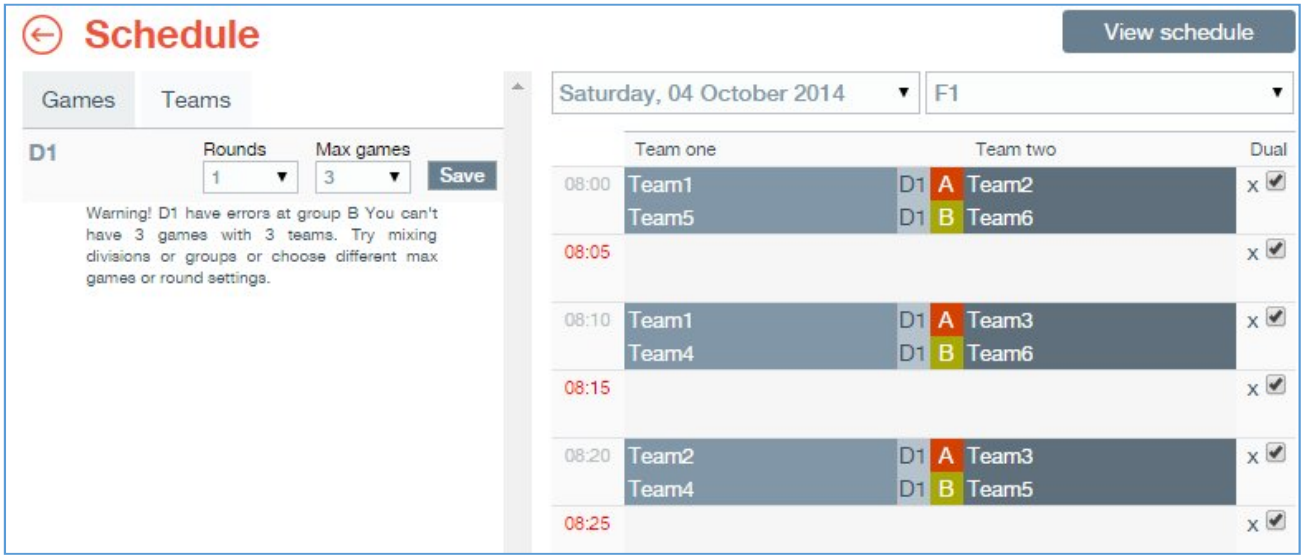


Figure 5.26 – qualifying games in schedule

System generated only 2 qualifying games to each team, but we need 3 games for each team. To solve this situation go to tab Teams (see fig. 5.27.). In this tab, teams are not crossed out, reason for that is lack of one qualifying game for each team.

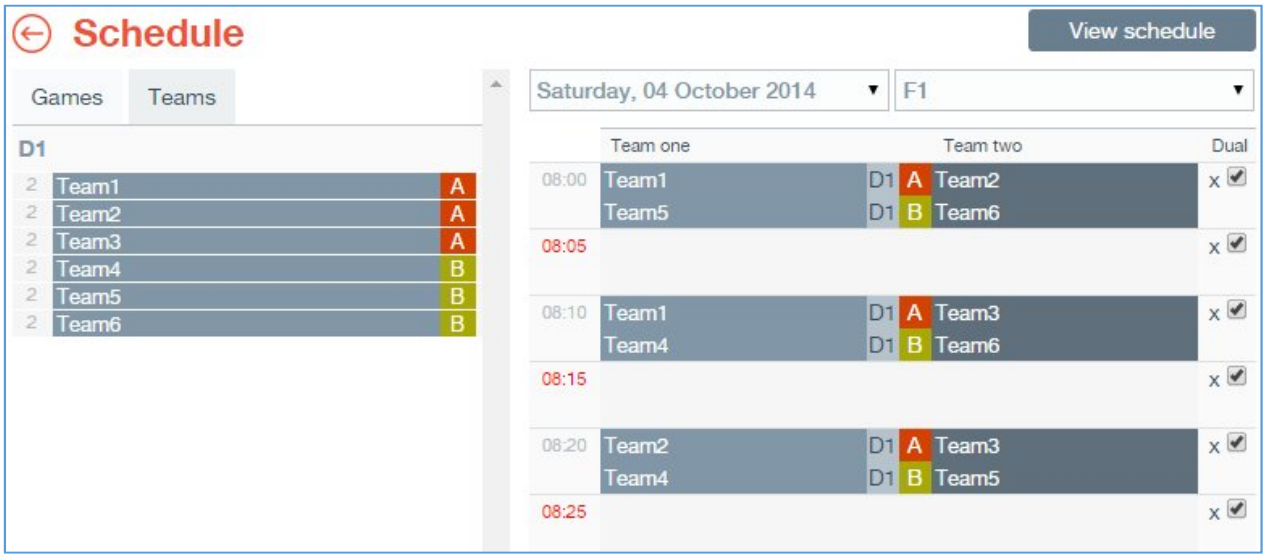


Figure 5.27 – tab Teams, with schedule of qualifying games and amount of played games

We cannot add additional 1 game for each team in the same group, one team will have only 2 played games. To solve that we will manually create 3 qualifying games between teams from different groups (see fig. 5.28.).

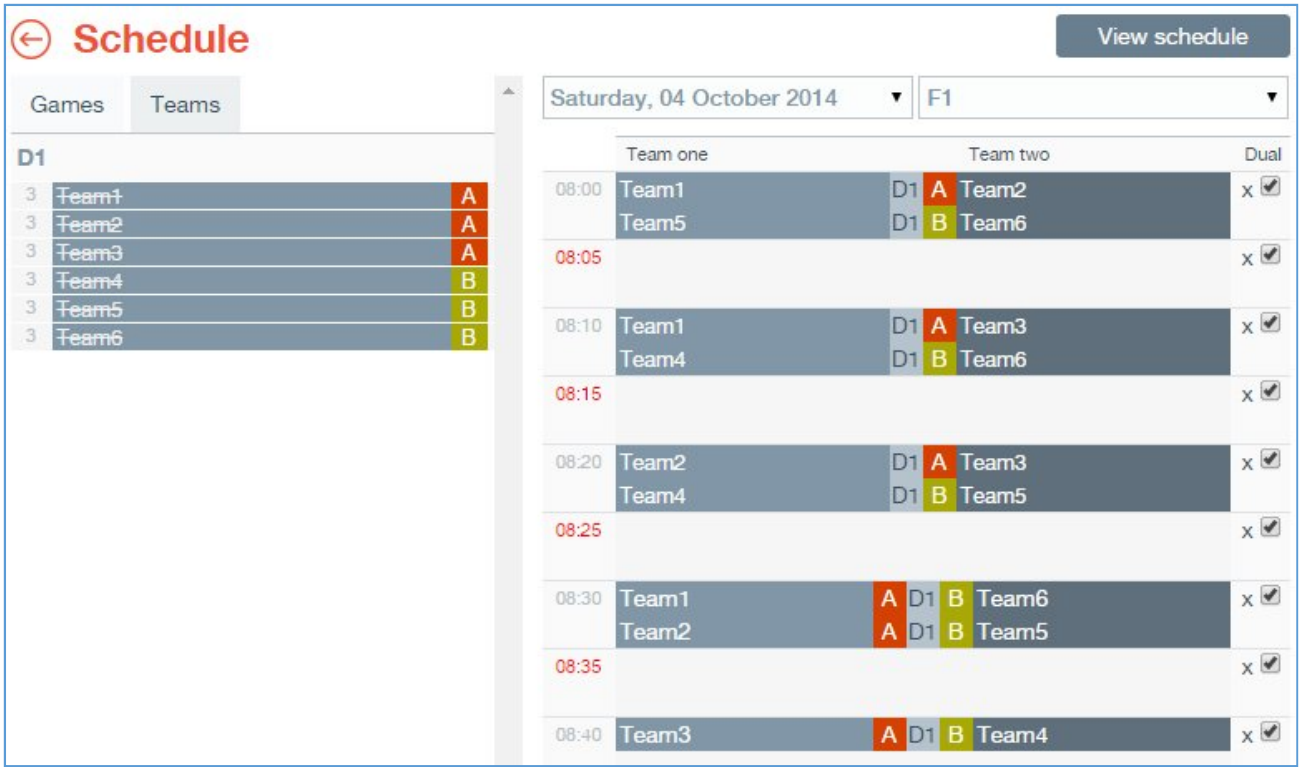


Figure 5.28 – games between teams added manually to reach maximum amount of games for each team in groups

In figure 5.28. team 1 from group A will play against team 6 from group B, team 2 from group A will play against team 5 from group B, team 3 from group A will play against team 4 from group B. With that each team will have played in total 3 games and will be crossed out. That will mean that schedule is set correctly and can be finished.

This scenario can be used when maximum amount of games for each team was not set by formula (N-1) and is lower than correct number. System will automatically generate lower amount of game than necessary.
Let's assume that amount of rounds in qualifying games is set to 1 and maximum amount of qualifying games for reach team is set to **1**. In that case one team will not be able to play necessary game, because two other teams already have played (see fig. 5.29.).

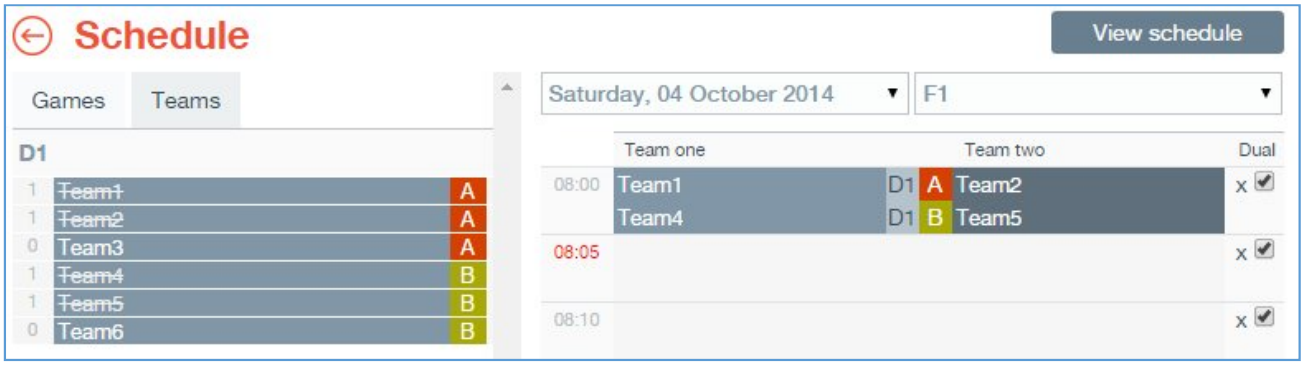


Figure 5.29 – tab Teams, 2 teams in group already have had one game

The same as in situation described above, we can manually create game between teams from different groups. Figure 5.30. shows that team 3 from group A will play against team 6 from group B. In that case all teams will have played 1 game and will be crossed out.

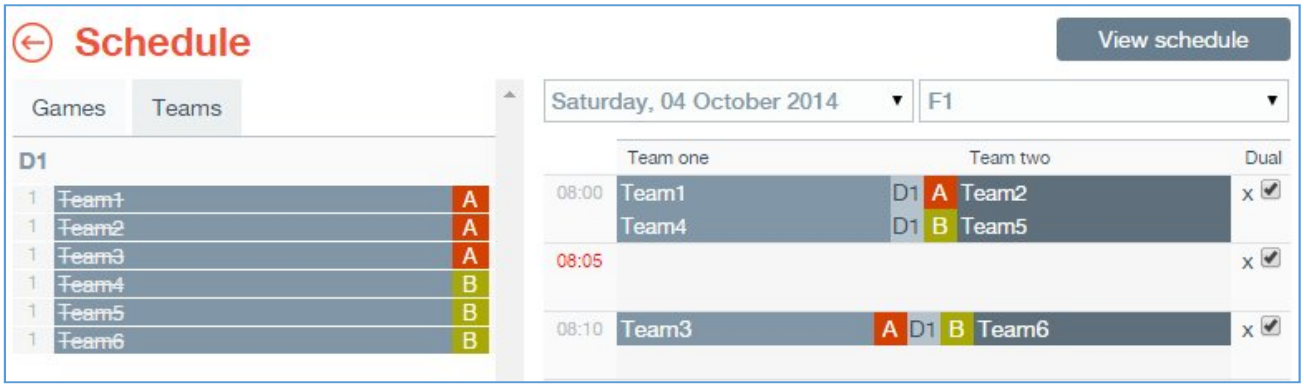


Figure 5.30 – manually added game between team 3 from group A and team 6 from group B